Poker Desk

User Manual

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1 Main Menu – READ THIS SECTION

Poker Desk Software Client program is designed to have multiple windows (instances) of the program running. These multiple windows (instances) can be on the same computer on extended monitors or across multiple computers.

To use Poker Desk Software open a window (instance) for staff to use the Desk View to add players to the wait list and open another window (instance) to display the information to the Players (Players View). For tournaments you open another window (instance) to display the clock, or control multiple tournaments. Then arrange the open windows (instances of running application) to different monitors.

There are batch files that can automate the opening and positioning of the windows. The default startup file will open "Desk View" on monitor 1 and open "Players View" on monitor 2. Poker Desk can be used on one computer with four monitors running four windows (instances) of Poker Desk or across four computers with one monitor.

- Wait List
    - Desk View: Used by staff to control Wait List
    - Player View: Display for Players
    - Player Maintenance: Edit Players Information
        - Print Player Cards
        - Redeem Points
        - Change Password
        - Display Points
    - Player Kiosk: Display to utilize Kiosk functionally
- Reports
    - Open Tables by Hour Report
    - Manager Mode: to login as Manager
        - Enter blank for password if Security not Enabled
    - Wait List Analytics, detail reports require data collection hourly
    - Player Reports
    - Tournament Reports
- Tournament
    - Tournament Registration: Register Players for Tournament
    - Tournament Maintenance: Create instance of a Tournament
    - Tournament Control: Open/Close/Pause Tournament
    - Tournament Setup (Manager): Setup Tournaments
        - Rake / Guarantee / Buy-In
        - Payouts
        - Points
        - Structure
    - Tournament Clock : Display Clock for Tournaments
    - Tournament Clock Setup (Manager): Setup Clock visual properties
- Maintenance
    - Setup Maintenance (Manager): Modify configuration
    - Report Maintenance (Manager): Modify reports
        - Player Cards
        - Receipts
        - Point Redeeming
        - Player Card scanning definitions: configure to scan custom cards
    - Activity List: Records point redemption
    - Error List: Records errors of the Frontend Program (back end server has different logs)

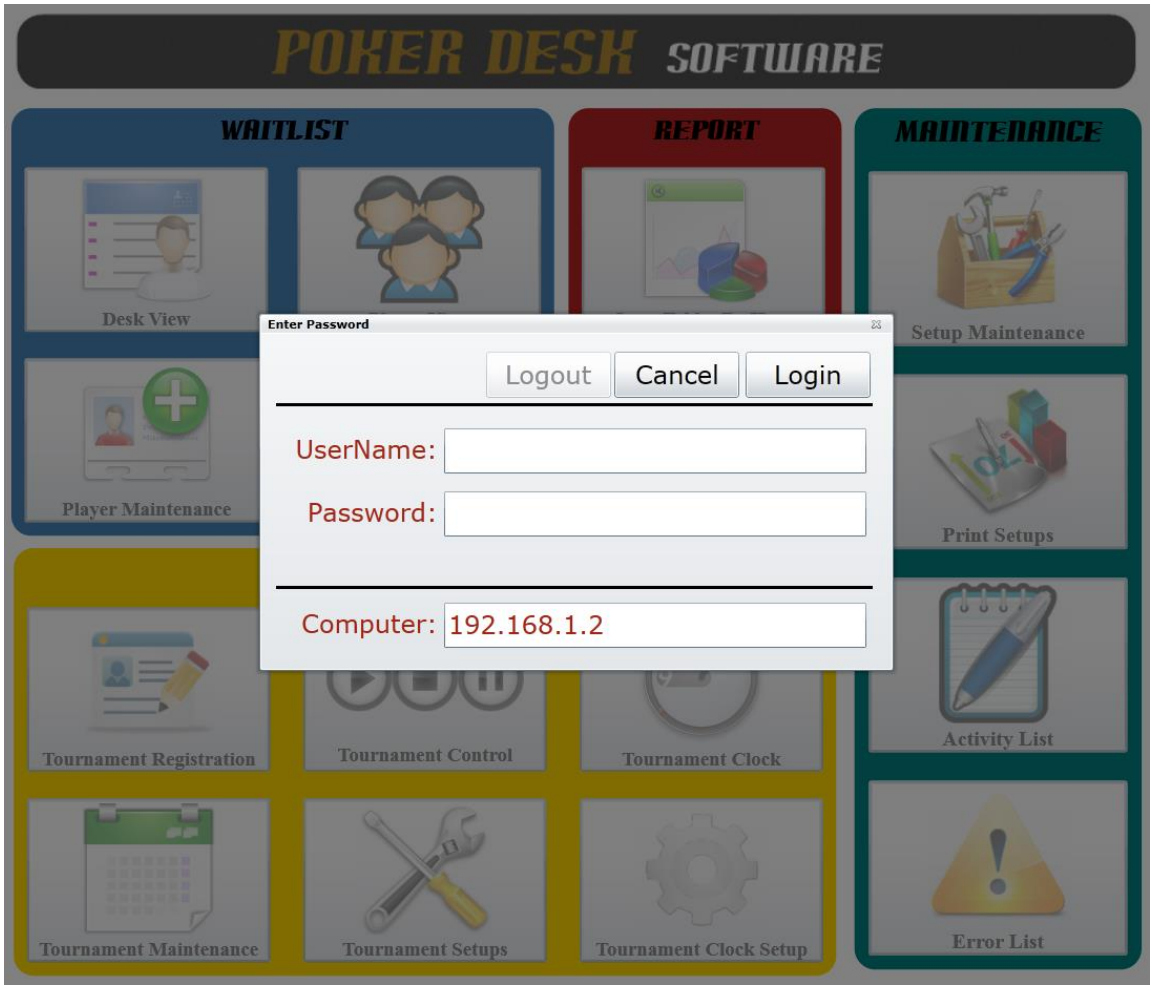
2 Security

Poker Desk has optional security options to control access to the system and protects critical parts of the system. The options are controlled by Setup Values. There are two levels of login, users and managers. These are setup using “Setup Maintenance”. The computer name defaults to the IP address, this requires running in “Trusted” mode and Poker Desk must be installed on the Computer (right click “Install The Poker Desk to this Computer…”). If for some reason the software cannot determine an IP address, you have the ability to Name this running Instance of Poker Desk. Computer names are used to reroute printing options and to allow “Local Printing” (Local Printing also requires “Trusted” mode).

- Users have access to the system

- Managers have access to all of the system

Type	Name	Value	Default	Comment
Security	Card Required	True / False	False	Possible Future Feature
Security	Enabled	True / False	False	True, Login required
Security	Points	True / False	False	Require Manager Mode for Points
Security	Simple	{True} / False	True	If Security Enable, default
Security	Manager Password	{any Password}	{blank}	Manager Password
Security	User Password	{any Password}	{blank}	User Password
Security	Employee	True / False	False	Lookup Username / Password
Security	Tournament Registration	True / False	False	Inactive all tournament controls from registration screen
Security	Tournament Tables	True / False	False	Inactivate tournament table functionality from registration
Security	Tournament Seats	True / False	False	Inactivate controlling tournament seats held from registration

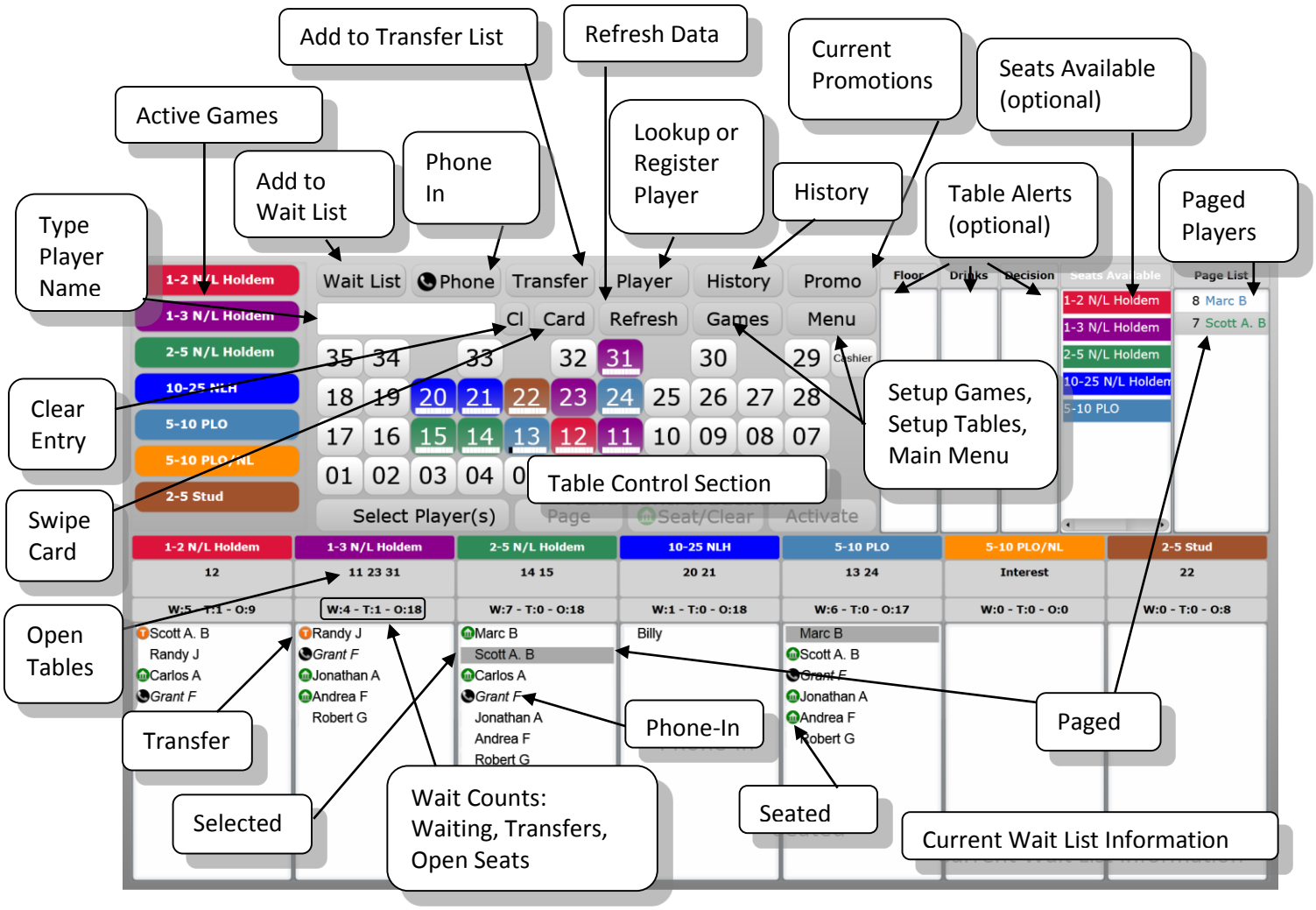


2.1 Banned Players Setup

You can be warned if a banned player tries to register for tournaments or live games

Type	Name	Value	Default	Comment
Security	Banned Status	90-99	9999	If Player Status is in this range a warning is issued

3 Desk View



The Desk View is designed as a single view encapsulating all functionally to professionally manage your wait list. The size of the screen and amount of data displayed by the Desk View can be changed by setting the following values. Screen is adjusted to fit the actual size of your monitor and when possible the size configured and the monitor size should be the same.

Setup Options to control amount of data displayed on Desk View.

Active	Created	Type	Name	Value	Order

Active	Created	Type	Name	Value	Order
Active	Any	DeskView	Page Height	1400	
Active	Andy	DeskView	Page Min Width	1425	

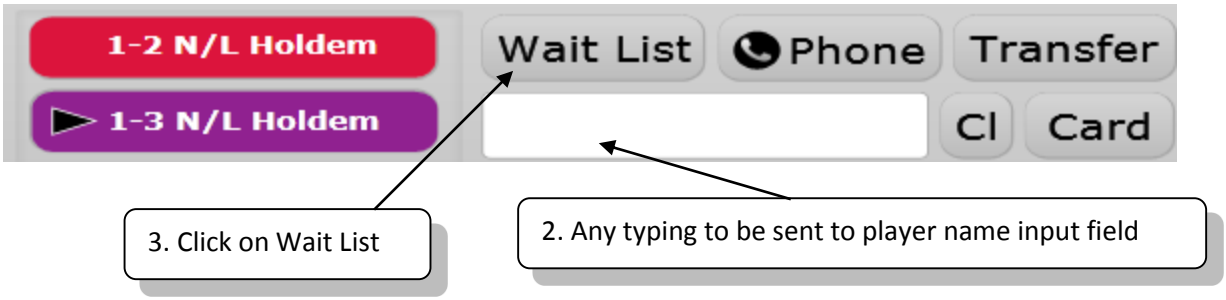
There are many other setting that control fonts, width and affect the look and amount of data displayed on Desk View. See Setup Options Desk View for complete list.

3.1 Add player to wait list (without card)

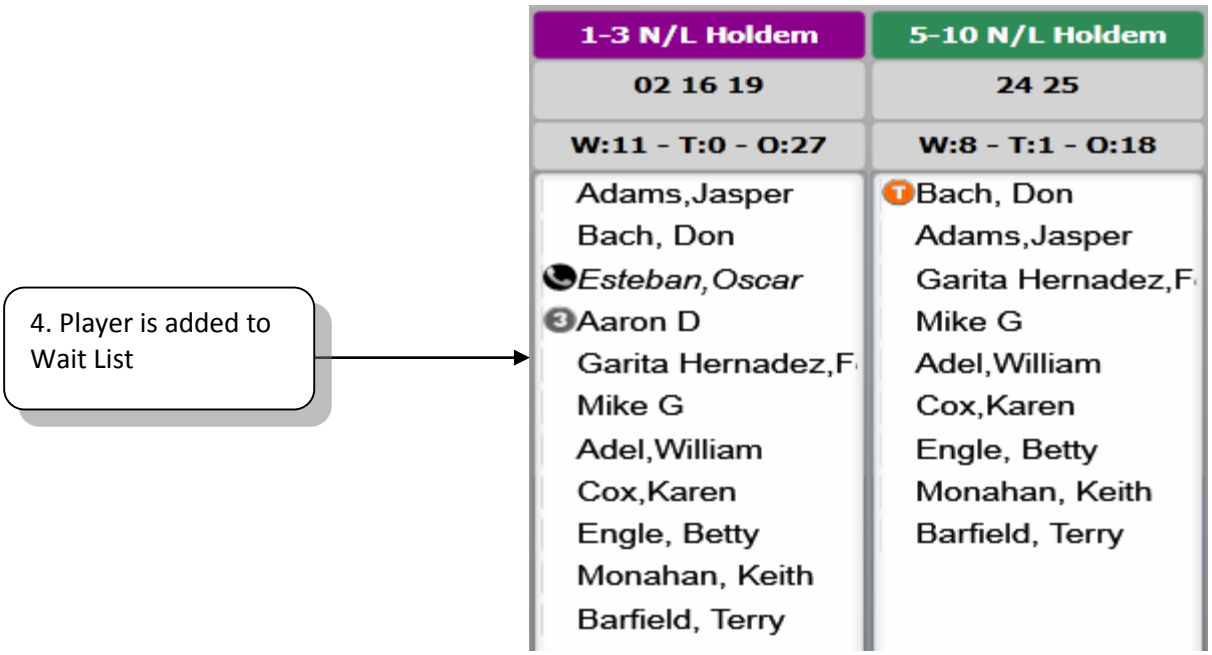
3.1.1 Select Game(s)

Touching game on touch screen or clicking with the mouse toggles the selection of games.

3.1.2 Type in Players Name



3.1.3 Click Wait List, Phone or Transfer Button or hit Enter

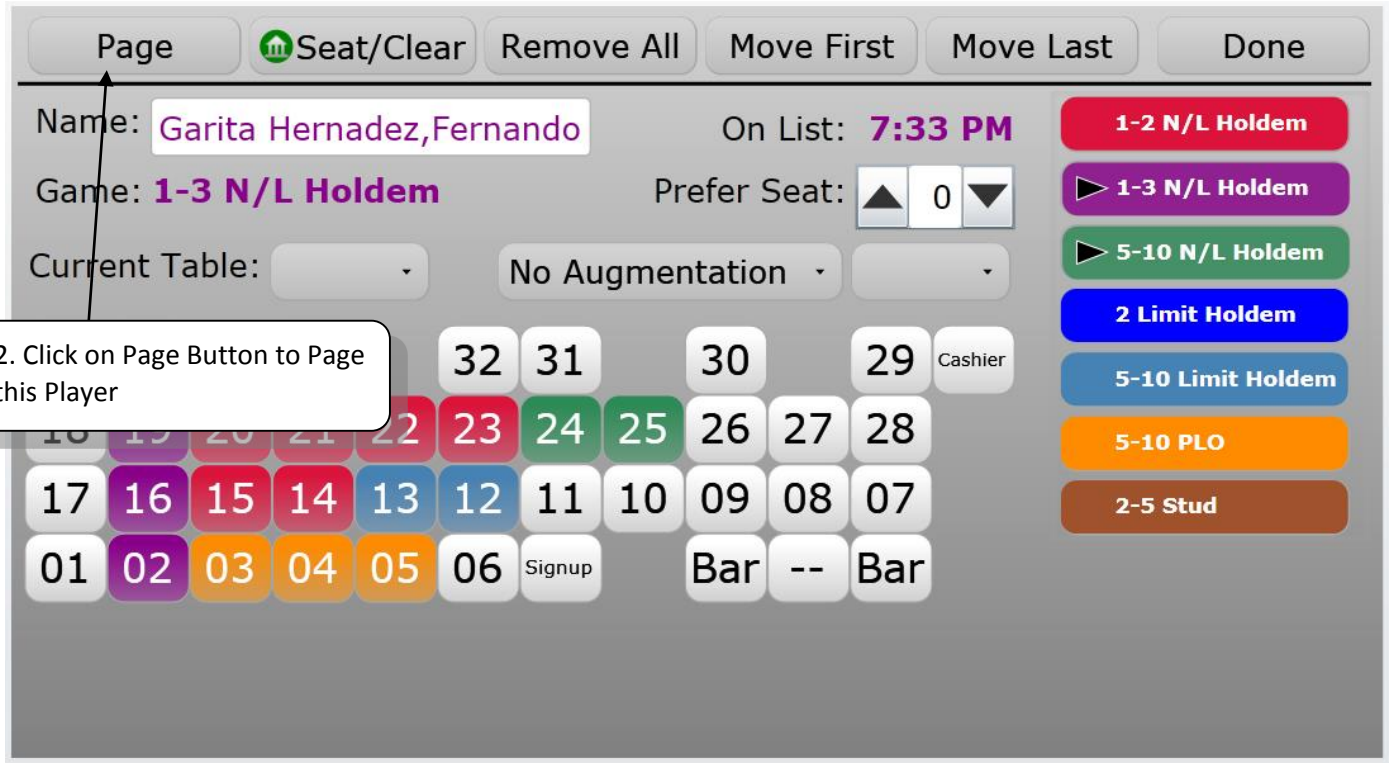


3.2 Page Player

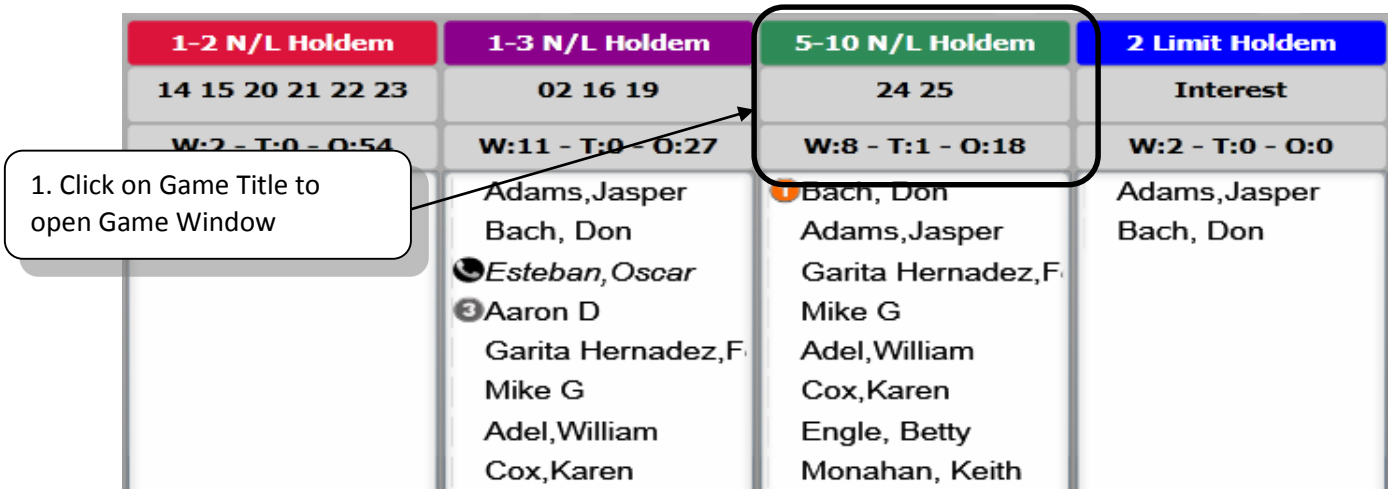
There are several methods to page players. You can page a player by opening the player window, by opening the game window or by using the select functionality to page player

3.2.1 Click on Player

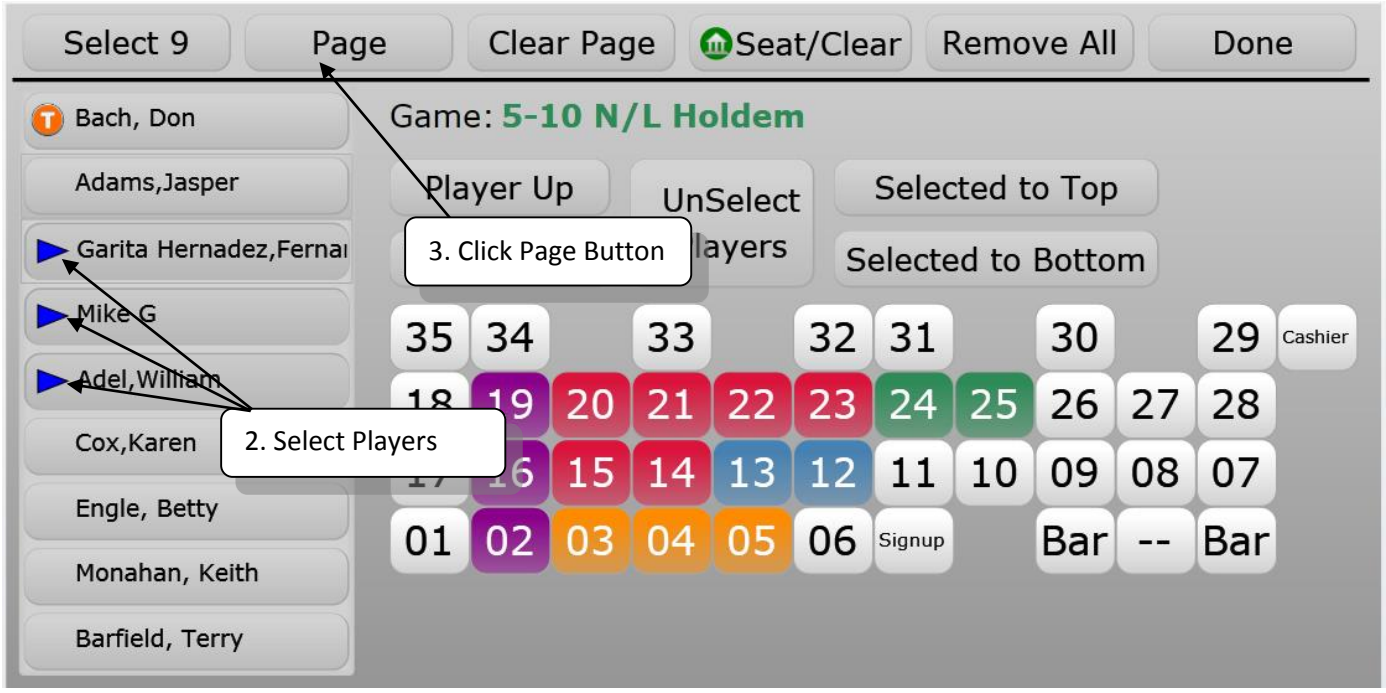
3.2.2 Opens the Player window



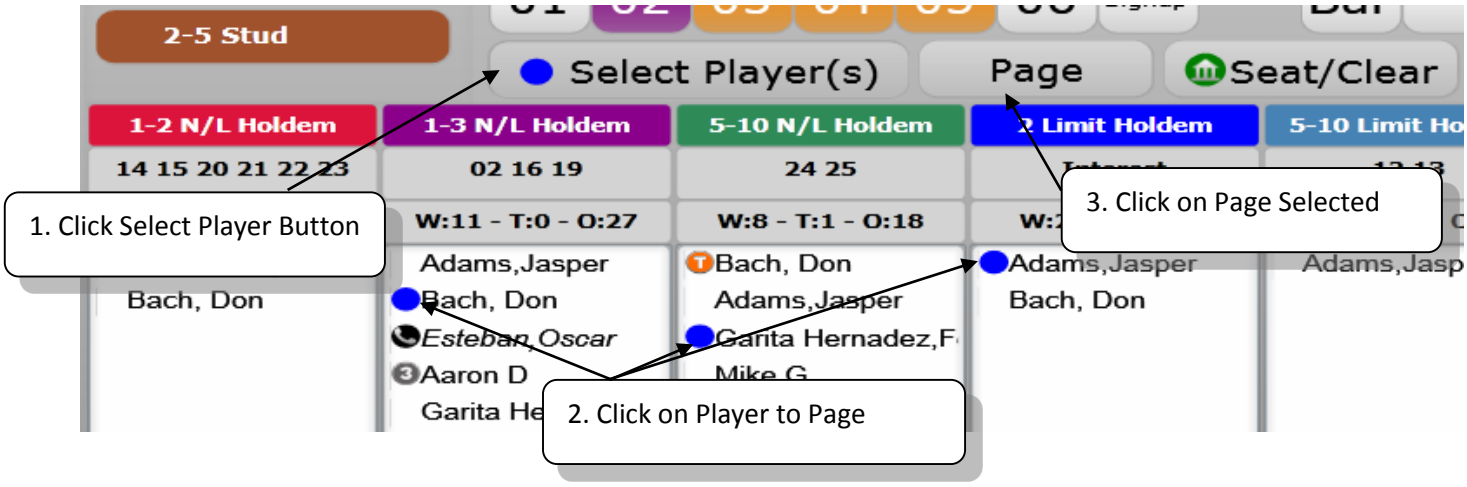
3.2.3 Page by Selecting Game Window



3.2.4 Select Player



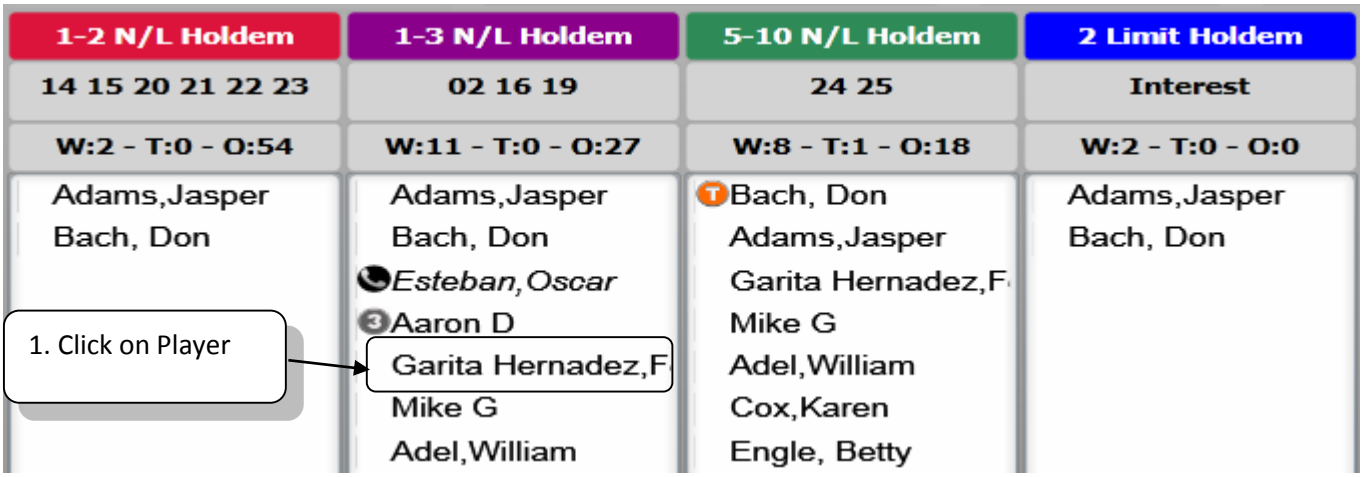
3.2.5 Using Select Player(s) to Page



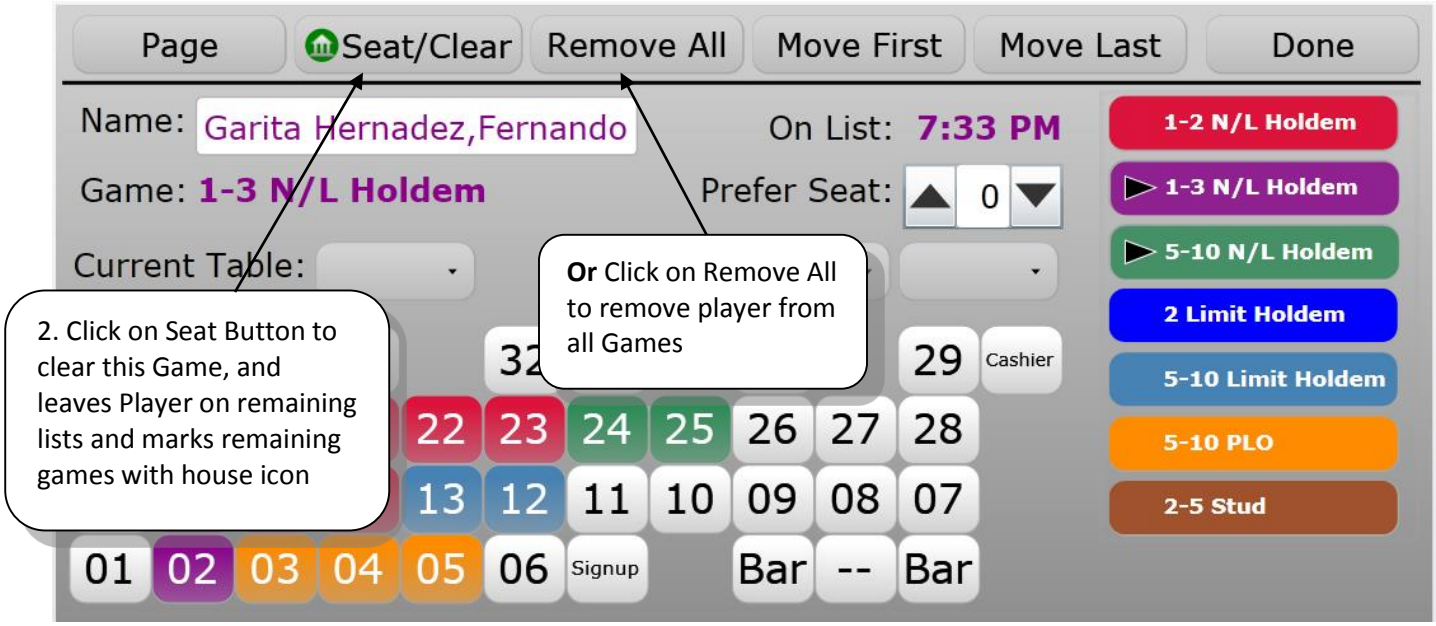
3.3 Seat Player from Wait List

There are several methods to remove players. You can remove a player by opening the player window, by opening the game window or by using the select functionality to remove player(s)

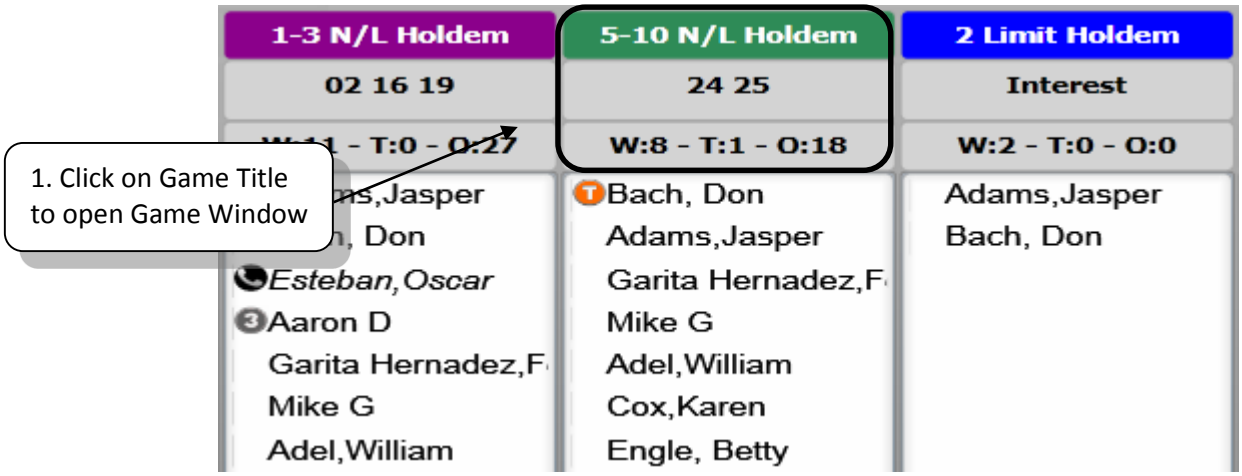
3.3.1 Click on Player



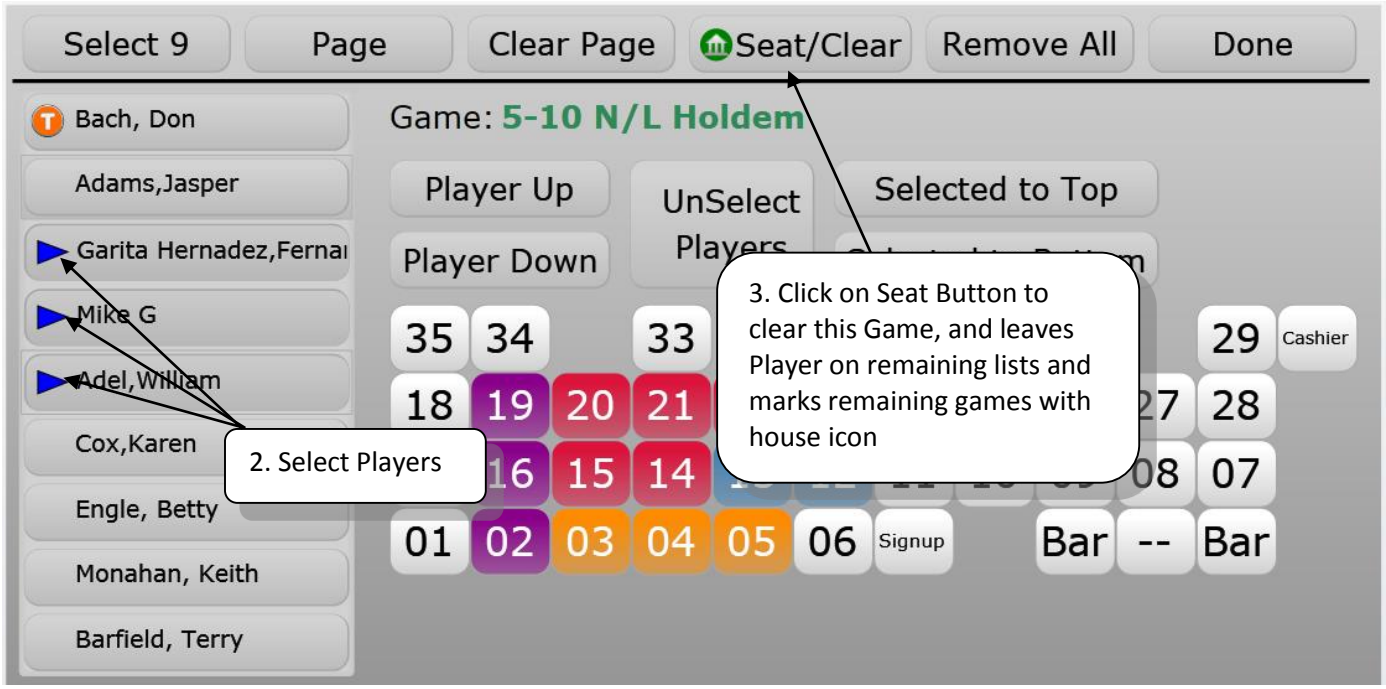
3.3.2 Opens the Player window


Page
Seat/Clear
Remove All
Move First
Move Last
Done
Name: Garita Hernadez,Fernando
On List: 7:33 PM
Game: 1-3 N/L Holdem
Prefer Seat: 0
Current Table:
1-2 N/L Holdem
1-3 N/L Holdem
5-10 N/L Holdem
2 Limit Holdem
5-10 Limit Holdem
5-10 PLO
2-5 Stud
29
Cashier
22 23 24 25 26 27 28
13 12 11 10 09 08 07
01 02 03 04 05 06 Signup Bar -- Bar
2. Click on Seat Button to clear this Game, and leaves Player on remaining lists and marks remaining games with house icon
Or Click on Remove All to remove player from all Games

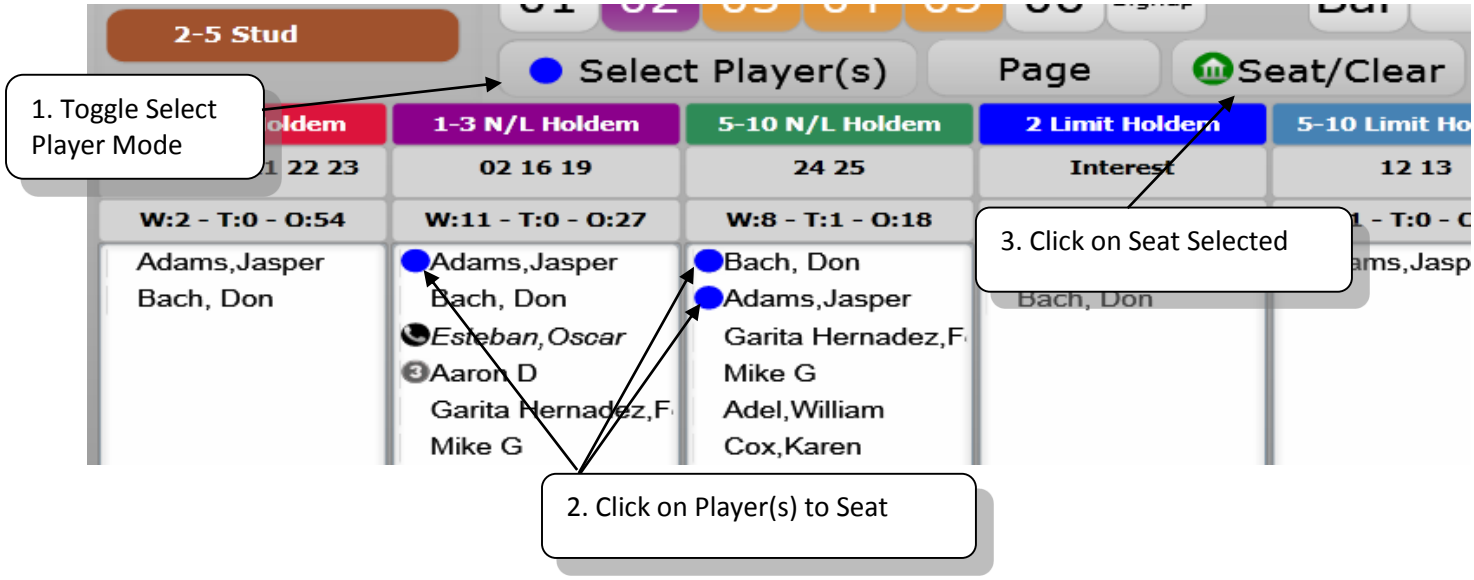
3.3.3 Seat by Selecting Game Window



3.3.4 Select Player

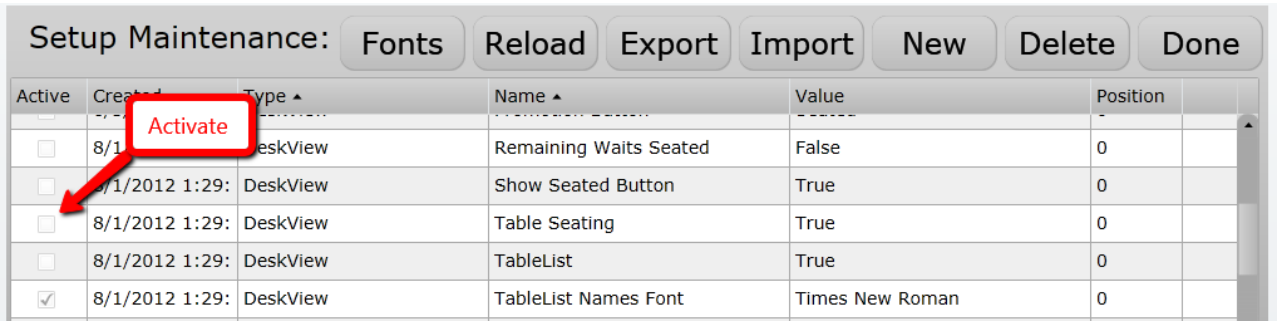


3.3.5 Using Select Player(s) to Seat Player



3.3.6 Table Seating – Seat a player to table to track player time

By default table seating is turned off. To implement table seating you must activate table seating in the Seat Maintenance Window (remember to Reload).



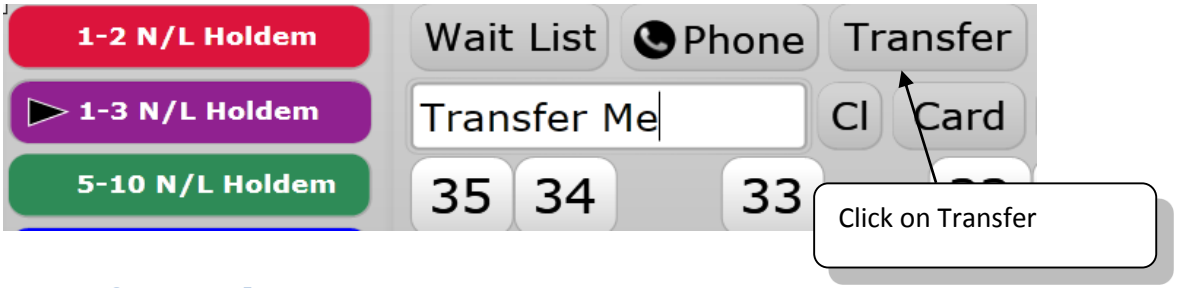
Active	Created	Type	Name	Value	Position
☐	8/1	DeskView	Remaining Waits Seated	False	0
☐	8/1/2012 1:29:	DeskView	Show Seated Button	True	0
☐	8/1/2012 1:29:	DeskView	Table Seating	True	0
☐	8/1/2012 1:29:	DeskView	TableList	True	0
☑	8/1/2012 1:29:	DeskView	TableList Names Font	Times New Roman	0

Once this is select clicking on a table will move a player to that table.

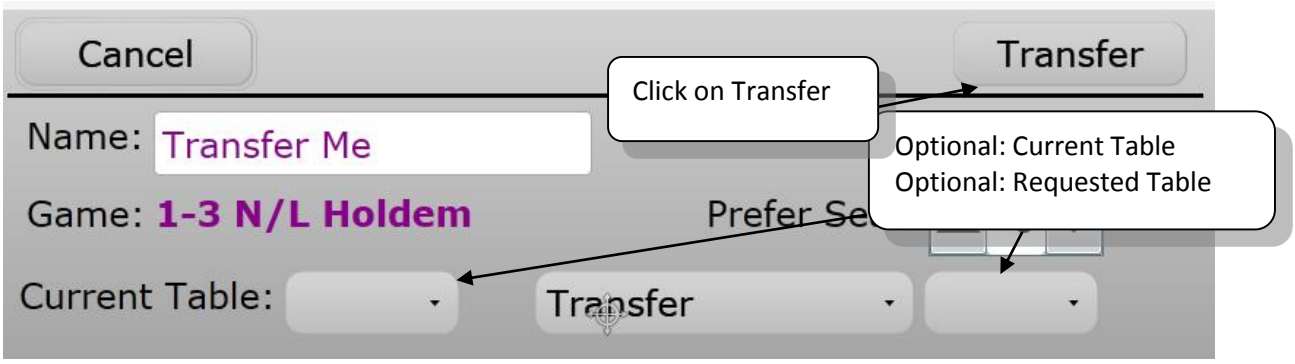
3.4 Adding Transfer

3.4.1 Select Game

3.4.2 Add Players Name



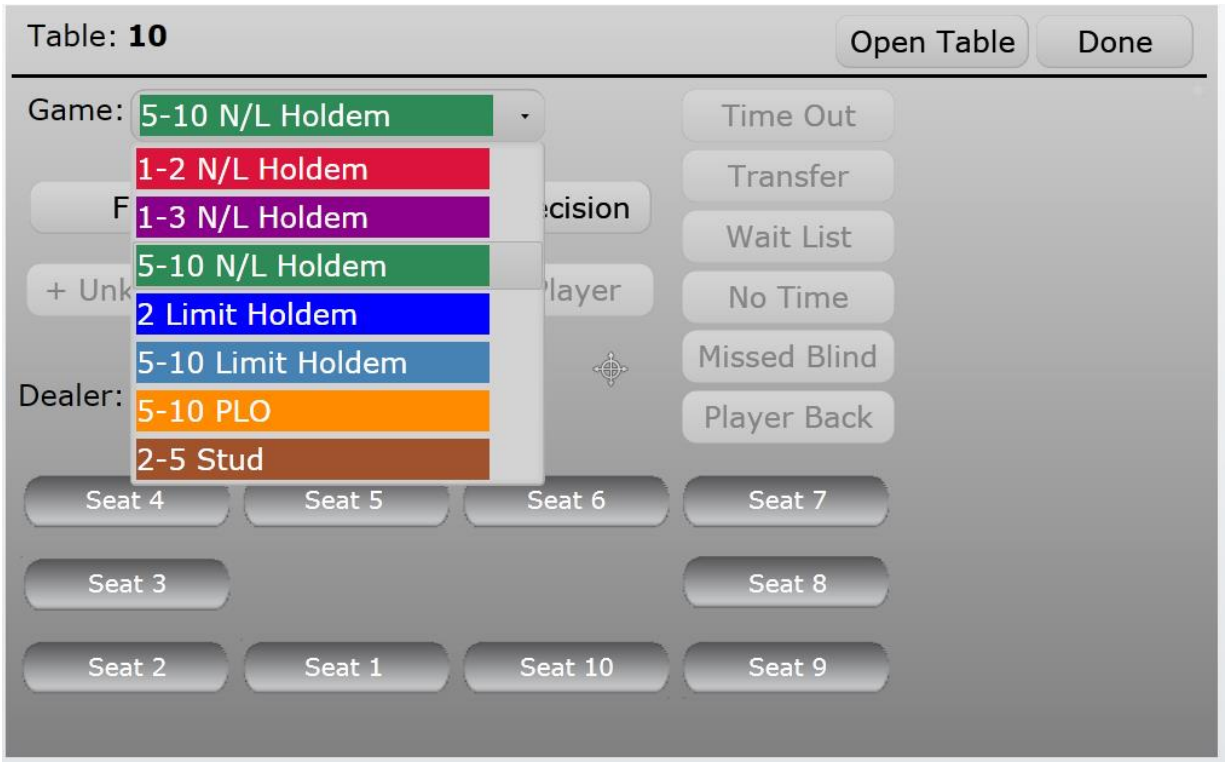
3.4.3 Transfer Window Opens



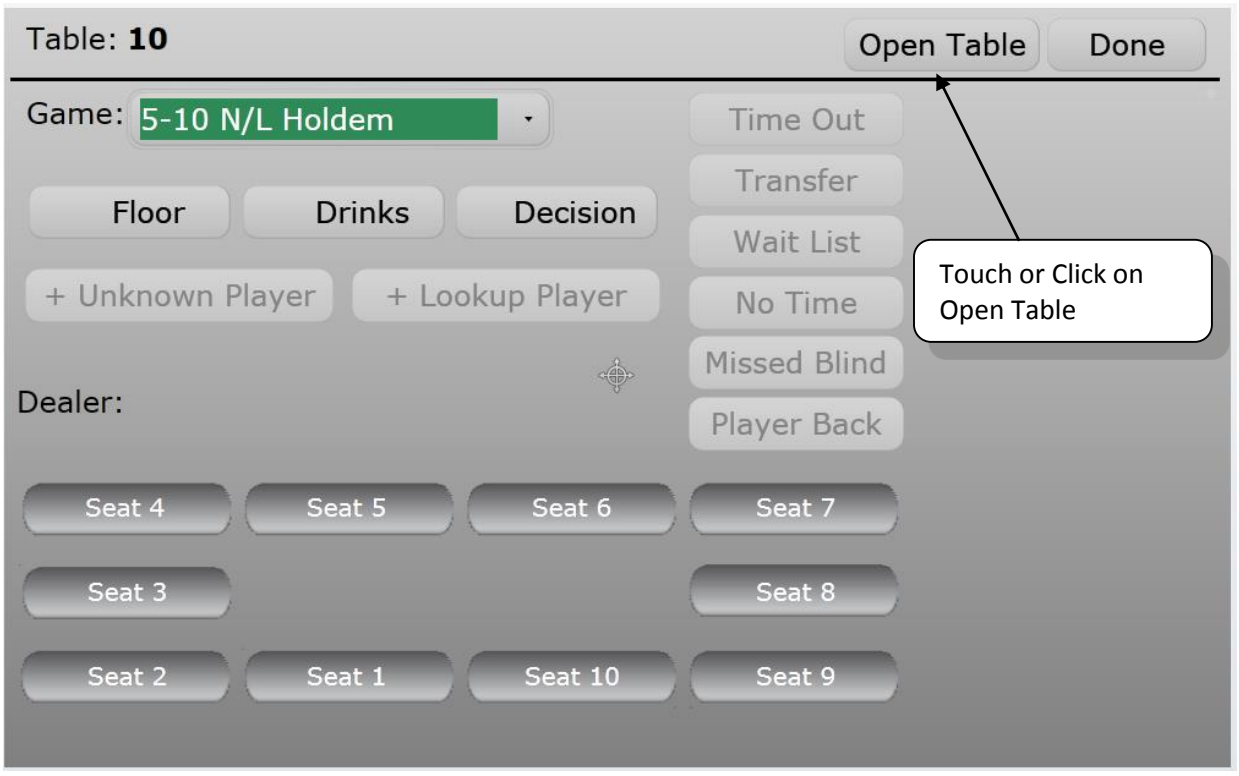
3.5 Opening a Table

3.5.1 Click on Table Button to open Table Widows

3.5.2 Select Game for Table



3.5.3 Click Open Table

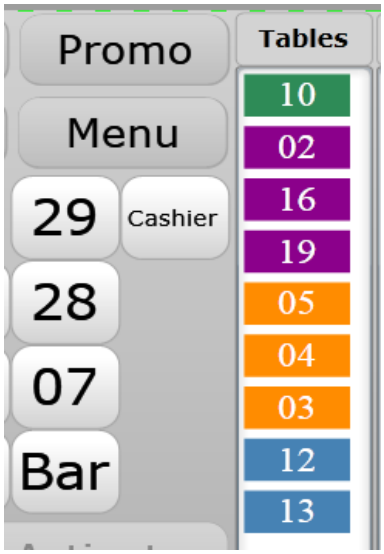


3.6 Open Table Panel

Desk View has an Optional Table Panel. This panel will show reverse order that the tables where opened. Clicking the Refresh Button is required in some versions to refresh this list.

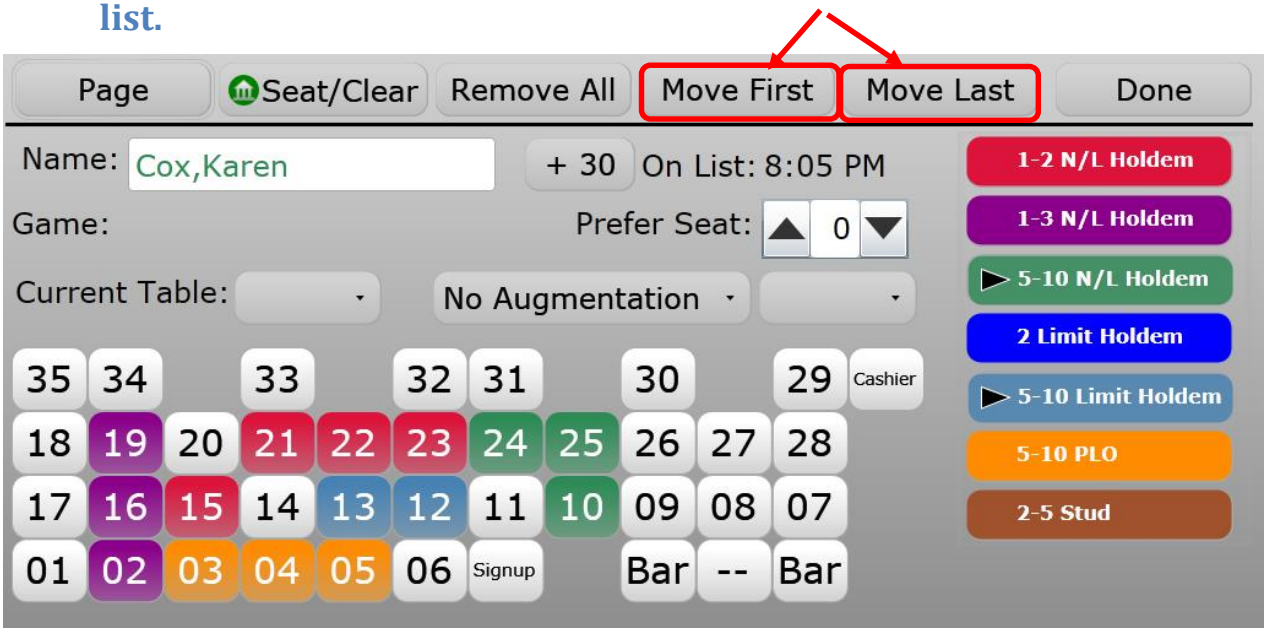
Setup Option to Activate Open Tables Panel.

Active	Created	Type	Name	Value	Order
Active	Any	DeskView	TableList	True	

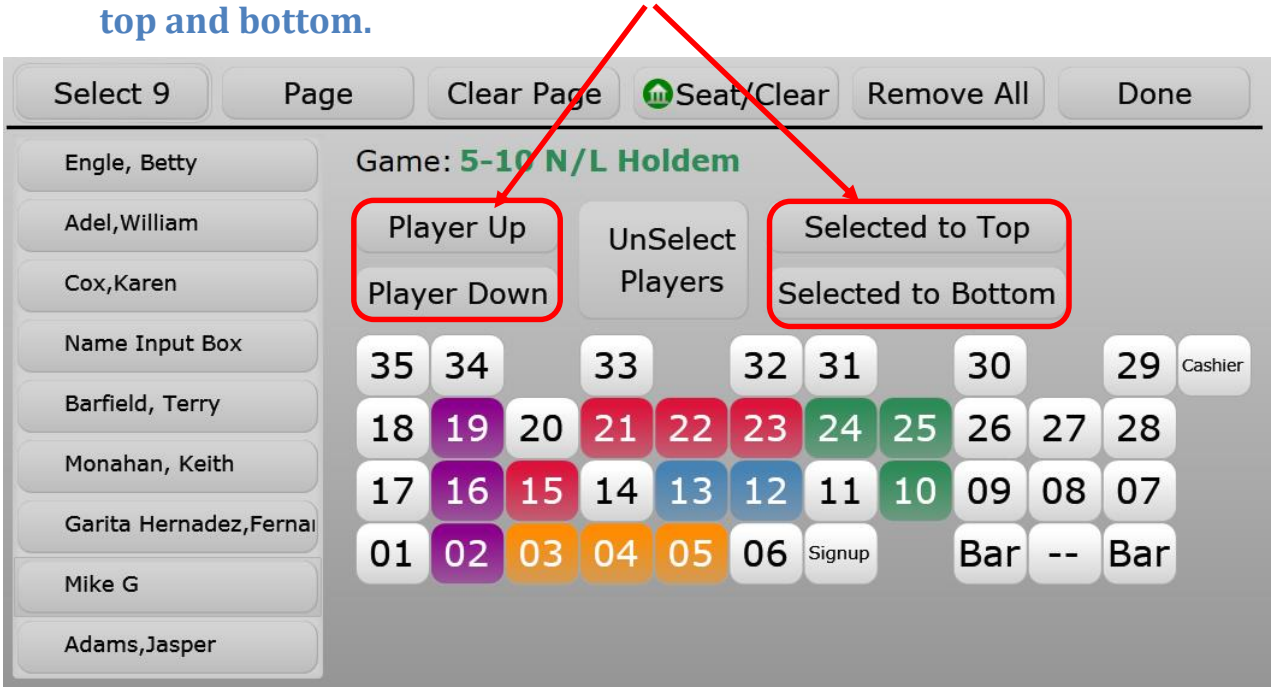


3.7 Moving a Player in the Wait List

3.7.1 From the Player View you can move a player to the top or the bottom of the list.



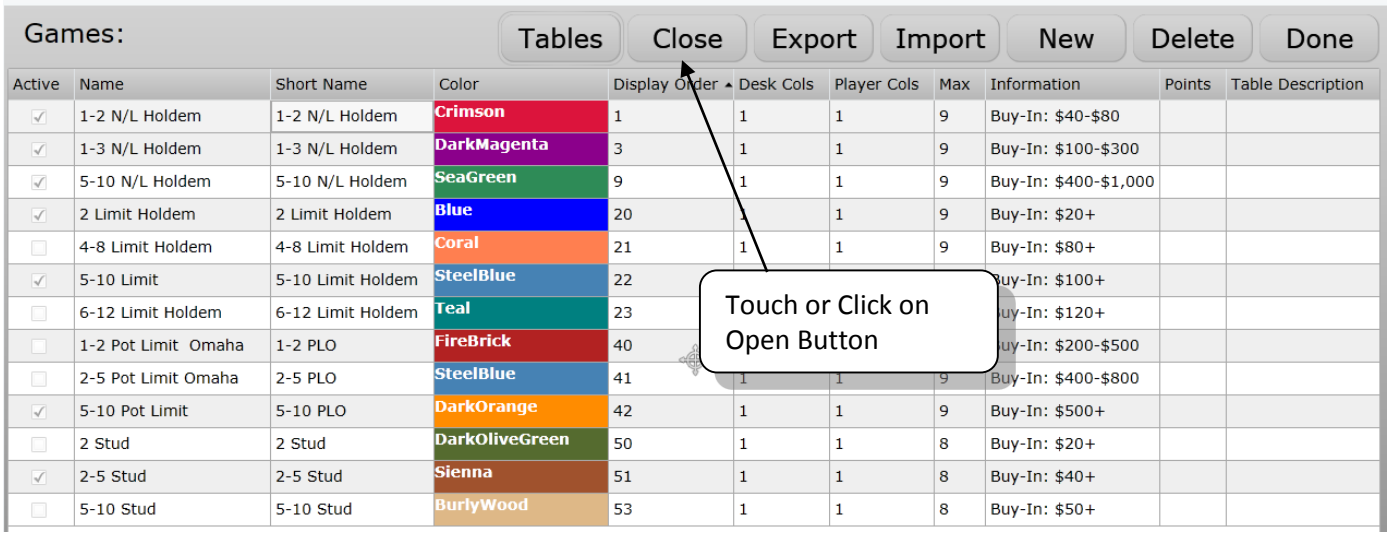
3.7.2 From the Game Window you can move a player up/down one position or to top and bottom.



3.8 Opening a Game

3.8.1 Click of Touch the Games Button

3.8.2 Select the Game to Open and Touch or Click Open Button



Active	Name	Short Name	Color	Display Order	Desk Cols	Player Cols	Max	Information	Points	Table Description
☑	1-2 N/L Holdem	1-2 N/L Holdem	Crimson	1	1	1	9	Buy-In: $40-$80		
☑	1-3 N/L Holdem	1-3 N/L Holdem	DarkMagenta	3	1	1	9	Buy-In: $100-$300		
☑	5-10 N/L Holdem	5-10 N/L Holdem	SeaGreen	9	1	1	9	Buy-In: $400-$1,000		
☑	2 Limit Holdem	2 Limit Holdem	Blue	20	1	1	9	Buy-In: $20+		
☐	4-8 Limit Holdem	4-8 Limit Holdem	Coral	21	1	1	9	Buy-In: $80+		
☑	5-10 Limit	5-10 Limit Holdem	SteelBlue	22				Buy-In: $100+		
☐	6-12 Limit Holdem	6-12 Limit Holdem	Teal	23				Buy-In: $120+		
☐	1-2 Pot Limit Omaha	1-2 PLO	FireBrick	40				Buy-In: $200-$500		
☐	2-5 Pot Limit Omaha	2-5 PLO	SteelBlue	41	1	1	9	Buy-In: $400-$800		
☑	5-10 Pot Limit	5-10 PLO	DarkOrange	42	1	1	9	Buy-In: $500+		
☐	2 Stud	2 Stud	DarkOliveGreen	50	1	1	8	Buy-In: $20+		
☑	2-5 Stud	2-5 Stud	Sienna	51	1	1	8	Buy-In: $40+		
☐	5-10 Stud	5-10 Stud	BurlyWood	53	1	1	8	Buy-In: $50+		

The Game should show up on the Game List and Wait List Panel on the DeskView and PlayerView.

3.9 Solving Potential Problems

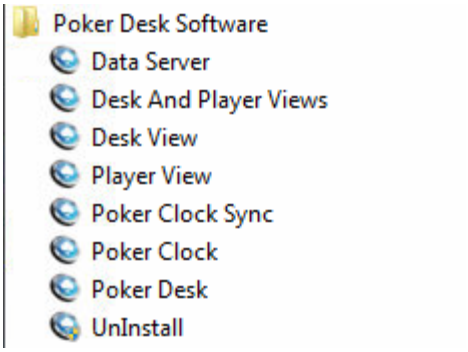
3.9.1 Click or Touch Refresh Button

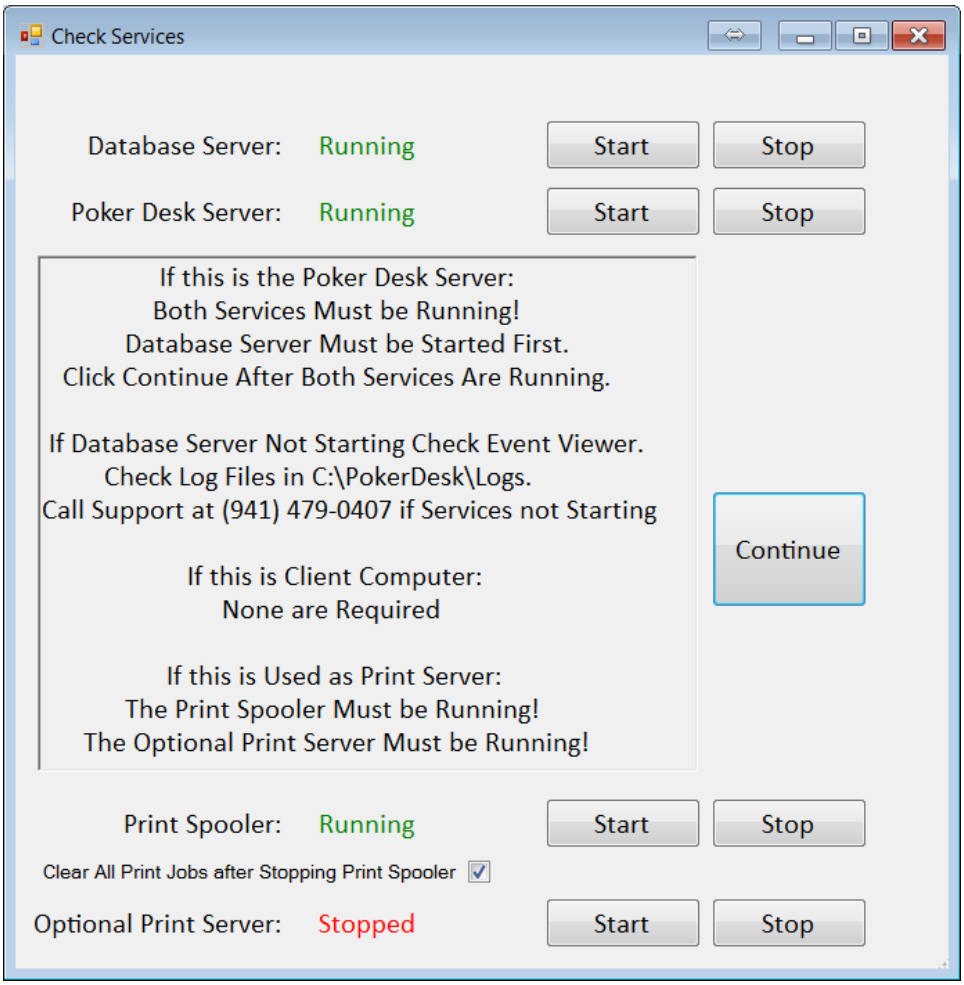
3.9.2 Restart Program

Close the Program, and then restart the program. All of your Players will still be on the list.

3.9.3 Restart Server and Program

Poker Desk uses a Windows Service this could have stopped with an error. You can restart the program by running the Poker Desk Data Server Program. Poker Desk Requires Database Server and Poker Desk Server.




Check Services
Database Server: Running
Start
Stop
Poker Desk Server: Running
Start
Stop
If this is the Poker Desk Server:
Both Services Must be Running!
Database Server Must be Started First.
Click Continue After Both Services Are Running.
If Database Server Not Starting Check Event Viewer.
Check Log Files in C:\PokerDesk\Logs.
Call Support at (941) 479-0407 if Services not Starting
If this is Client Computer:
None are Required
If this is Used as Print Server:
The Print Spooler Must be Running!
The Optional Print Server Must be Running!
Continue
Print Spooler: Running
Start
Stop
Clear All Print Jobs after Stopping Print Spooler
Optional Print Server: Stopped
Start
Stop

3.9.4 Check the logs

Check the logs in the C:\PokerDesk\Logs subdirectory.

3.9.5 Restart computer

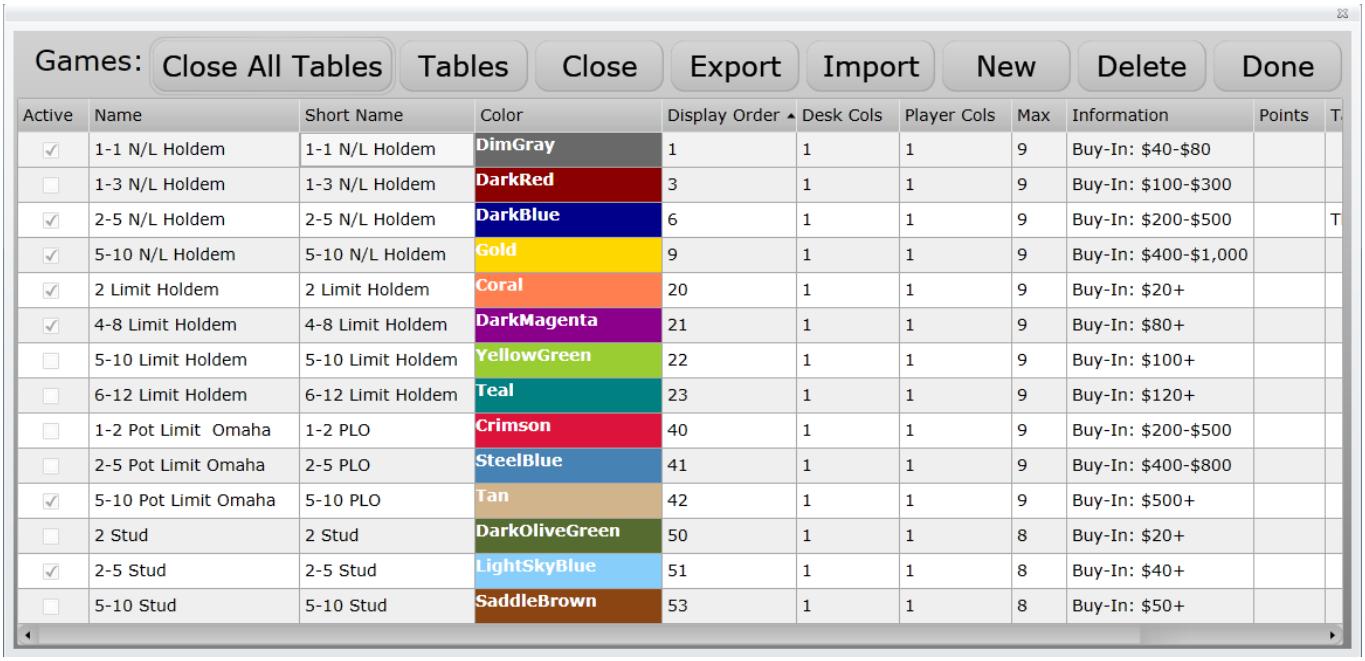
If all else fails you can restart the computer. All of your information should be saved.

3.10 Wait list Features

4 Game Maintenance

Access the Game Maintenance View by clicking to the Games button.
After clicking on the Games button the Game Maintenance window will display.

4.1 Game Maintenance Window



Active	Name	Short Name	Color	Display Order	Desk Cols	Player Cols	Max	Information	Points
☑	1-1 N/L Holdem	1-1 N/L Holdem	DimGray	1	1	1	9	Buy-In: $40-$80	
☐	1-3 N/L Holdem	1-3 N/L Holdem	DarkRed	3	1	1	9	Buy-In: $100-$300	
☑	2-5 N/L Holdem	2-5 N/L Holdem	DarkBlue	6	1	1	9	Buy-In: $200-$500	
☑	5-10 N/L Holdem	5-10 N/L Holdem	Gold	9	1	1	9	Buy-In: $400-$1,000	
☑	2 Limit Holdem	2 Limit Holdem	Coral	20	1	1	9	Buy-In: $20+	
☑	4-8 Limit Holdem	4-8 Limit Holdem	DarkMagenta	21	1	1	9	Buy-In: $80+	
☐	5-10 Limit Holdem	5-10 Limit Holdem	YellowGreen	22	1	1	9	Buy-In: $100+	
☐	6-12 Limit Holdem	6-12 Limit Holdem	Teal	23	1	1	9	Buy-In: $120+	
☐	1-2 Pot Limit Omaha	1-2 PLO	Crimson	40	1	1	9	Buy-In: $200-$500	
☐	2-5 Pot Limit Omaha	2-5 PLO	SteelBlue	41	1	1	9	Buy-In: $400-$800	
☑	5-10 Pot Limit Omaha	5-10 PLO	Tan	42	1	1	9	Buy-In: $500+	
☐	2 Stud	2 Stud	DarkOliveGreen	50	1	1	8	Buy-In: $20+	
☑	2-5 Stud	2-5 Stud	LightSkyBlue	51	1	1	8	Buy-In: $40+	
☐	5-10 Stud	5-10 Stud	SaddleBrown	53	1	1	8	Buy-In: $50+	

4.2 Creating New Game

Clicking the New button will create a new line in the game maintenance table.

After entering the game information, step off the record to commit the changes. To activate the game and make it available for wait list and tables, click the Open button. See Game Fields for information about the fields.

4.3 Game Fields

Field Name	Usage
Active	Specifies if the game is currently active. Active games have wait list window open and are available to be selected
Name	Long name for the Game. Used for reports
Short Name	Name displayed on views, should be short with consistent abbreviations
Color	Game color this is used in the game selection and the header color for the wait list. The color can be selected from available colors
Display Order	The order to display the wait list windows and the game selection

Field Name	Usage
Information	Game information that is displayed on the third line of wait list panel. Usually contains buy in amounts.
Desk Cols	Number of columns for names on the Desk View
Player Cols	Number of columns for names on the Player View
Max	Max players per game, to tell when a game is full
Points	Number of reward points to given per hour of play
Table description	Additional information about the table (rules, rake, …) potentially displayed with android table view

4.4 Activating / In-activating Game

Game activation (Open) and in-activation (Close) button displays Open/Close depending on the selected line in the game table. To Open or Close games select the game in the game table and click the Open/Close button. When closing a game the game is removed from the active games list and the wait list panel is closed. When opening a game the game is added to the active game selection list and a wait list panel is created.

4.5 Deleting Games

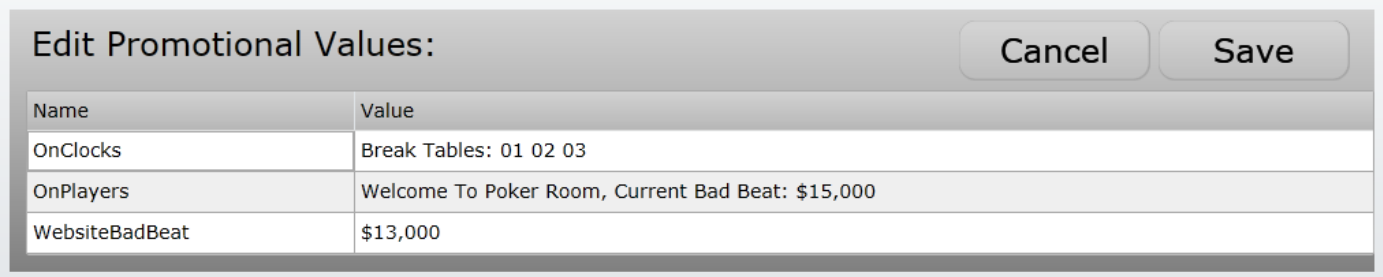
To permanently delete a game select the game in the game table and click the delete button. This will remove the game. It is recommended if there is any chance you will need the game in the future to close the game so it can be opened if needed in the future.

4.6 Editing Games

To edit a game select the game and double click a column to put the table in edit mode. Type in the new information and step off the row (select another game) to commit the record back to the database. Once committed to the database the screens are refreshed with the new information.

5 Promo View

Use this view to add promo values to be displayed on the player's View and Tournament Clock. Enter amount and save

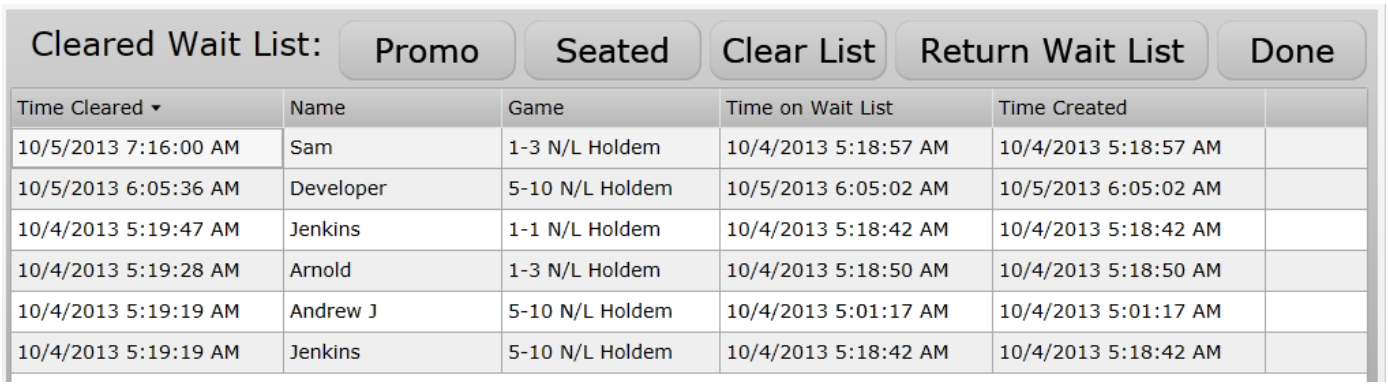


6 History Window

History window is mostly used to return player to the wait list if after clearing the player it is determined the table has no open seats. This will return a player to the wait list in the same position player had before being cleared.

History Window Buttons:

- Promo: enter promo values to be displayed on the Player View, Tournament Clock and on website
- Seated: show list of players currently seated
- Clear List: every once in a while you can clear the list to keep from storing too many historical records
- Return Wait List: returns selected player to wait list in the same position as before cleared
- Done: return to the Desk View



Time Cleared	Name	Game	Time on Wait List	Time Created
10/5/2013 7:16:00 AM	Sam	1-3 N/L Holdem	10/4/2013 5:18:57 AM	10/4/2013 5:18:57 AM
10/5/2013 6:05:36 AM	Developer	5-10 N/L Holdem	10/5/2013 6:05:02 AM	10/5/2013 6:05:02 AM
10/4/2013 5:19:47 AM	Jenkins	1-1 N/L Holdem	10/4/2013 5:18:42 AM	10/4/2013 5:18:42 AM
10/4/2013 5:19:28 AM	Arnold	1-3 N/L Holdem	10/4/2013 5:18:50 AM	10/4/2013 5:18:50 AM
10/4/2013 5:19:19 AM	Andrew J	5-10 N/L Holdem	10/4/2013 5:01:17 AM	10/4/2013 5:01:17 AM
10/4/2013 5:19:19 AM	Jenkins	5-10 N/L Holdem	10/4/2013 5:18:42 AM	10/4/2013 5:18:42 AM

7 Seated Window

Seated window is a list of currently seated players

Seated Window Buttons:

- Promotions: redeem/reward a promotion for selected player
- Transfer: enter transfer for currently selected record
- Wait List: return player to wait list
- Pause Time: freezes the player from collecting time, same as the “Missed Blind” functionality
- No Time: remove the player from the table without any time recorded for this session
- Time Out: give options for “Time Out” player (stop session from collecting more points)
- Done: return to the previous screen

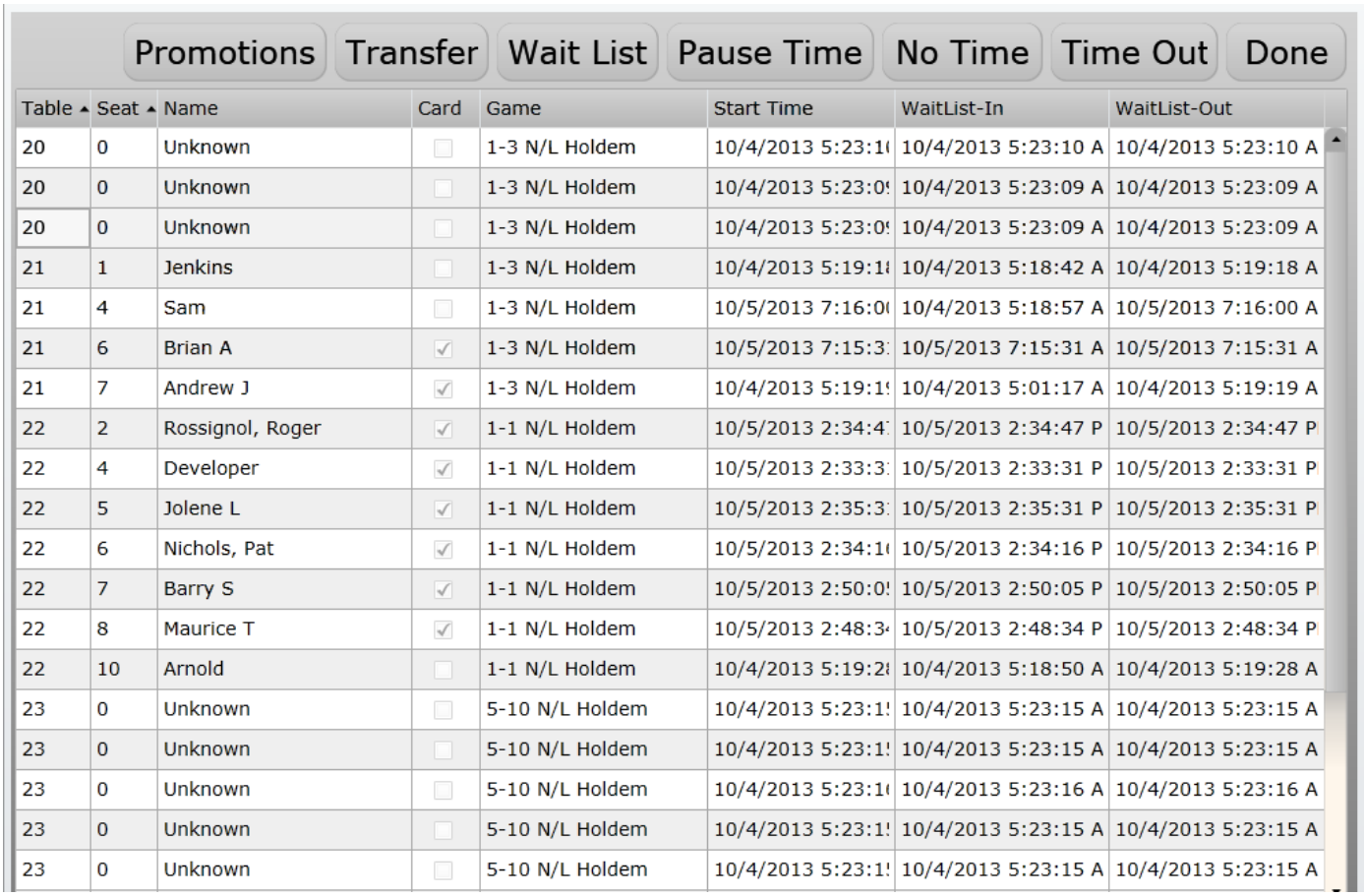
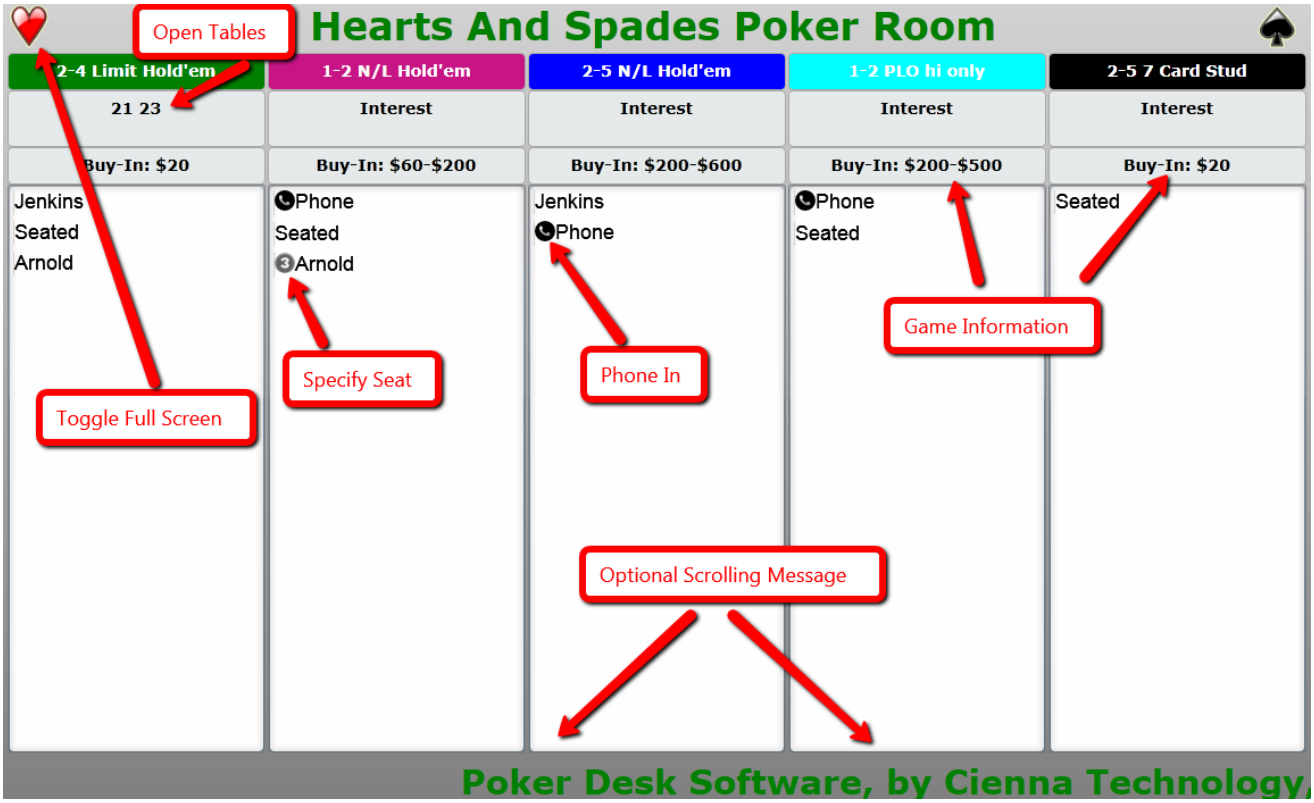


Table	Seat	Name	Card	Game	Start Time	WaitList-In	WaitList-Out
20	0	Unknown	☐	1-3 N/L Holdem	10/4/2013 5:23:1(	10/4/2013 5:23:10 A	10/4/2013 5:23:10 A
20	0	Unknown	☐	1-3 N/L Holdem	10/4/2013 5:23:0(	10/4/2013 5:23:09 A	10/4/2013 5:23:09 A
20	0	Unknown	☐	1-3 N/L Holdem	10/4/2013 5:23:0(	10/4/2013 5:23:09 A	10/4/2013 5:23:09 A
21	1	Jenkins	☐	1-3 N/L Holdem	10/4/2013 5:19:1(	10/4/2013 5:18:42 A	10/4/2013 5:19:18 A
21	4	Sam	☐	1-3 N/L Holdem	10/5/2013 7:16:0(	10/4/2013 5:18:57 A	10/5/2013 7:16:00 A
21	6	Brian A	☑	1-3 N/L Holdem	10/5/2013 7:15:3(	10/5/2013 7:15:31 A	10/5/2013 7:15:31 A
21	7	Andrew J	☑	1-3 N/L Holdem	10/4/2013 5:19:1(	10/4/2013 5:01:17 A	10/4/2013 5:19:19 A
22	2	Rossignol, Roger	☑	1-1 N/L Holdem	10/5/2013 2:34:4(	10/5/2013 2:34:47 P	10/5/2013 2:34:47 P
22	4	Developer	☑	1-1 N/L Holdem	10/5/2013 2:33:3(	10/5/2013 2:33:31 P	10/5/2013 2:33:31 P
22	5	Jolene L	☑	1-1 N/L Holdem	10/5/2013 2:35:3(	10/5/2013 2:35:31 P	10/5/2013 2:35:31 P
22	6	Nichols, Pat	☑	1-1 N/L Holdem	10/5/2013 2:34:1(	10/5/2013 2:34:16 P	10/5/2013 2:34:16 P
22	7	Barry S	☑	1-1 N/L Holdem	10/5/2013 2:50:0(	10/5/2013 2:50:05 P	10/5/2013 2:50:05 P
22	8	Maurice T	☑	1-1 N/L Holdem	10/5/2013 2:48:3(	10/5/2013 2:48:34 P	10/5/2013 2:48:34 P
22	10	Arnold	☐	1-1 N/L Holdem	10/4/2013 5:19:2(	10/4/2013 5:18:50 A	10/4/2013 5:19:28 A
23	0	Unknown	☐	5-10 N/L Holdem	10/4/2013 5:23:1(	10/4/2013 5:23:15 A	10/4/2013 5:23:15 A
23	0	Unknown	☐	5-10 N/L Holdem	10/4/2013 5:23:1(	10/4/2013 5:23:15 A	10/4/2013 5:23:15 A
23	0	Unknown	☐	5-10 N/L Holdem	10/4/2013 5:23:1(	10/4/2013 5:23:16 A	10/4/2013 5:23:16 A
23	0	Unknown	☐	5-10 N/L Holdem	10/4/2013 5:23:1(	10/4/2013 5:23:15 A	10/4/2013 5:23:15 A
23	0	Unknown	☐	5-10 N/L Holdem	10/4/2013 5:23:1(	10/4/2013 5:23:15 A	10/4/2013 5:23:15 A

8 Player View

The player view is usually opened as part of the startup scripts. You can execute it from the Main Window but there is no back to menu functionality. To return to Main Menu requires closing the window and restart Poker Desk. The player view is configurable, see setup for details.



9 Handling Large Player List

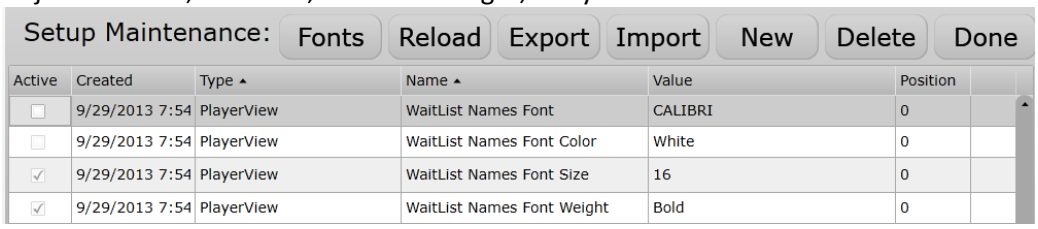
It is always desirable to have the complete list available for the players and the staff. Poker Desk has configuration options that make that possible. Depending on the monitor resolution of your Desk View and Player View, there are many options to configure.

9.1 Player View Setting

Assuming you are looking at this player list:

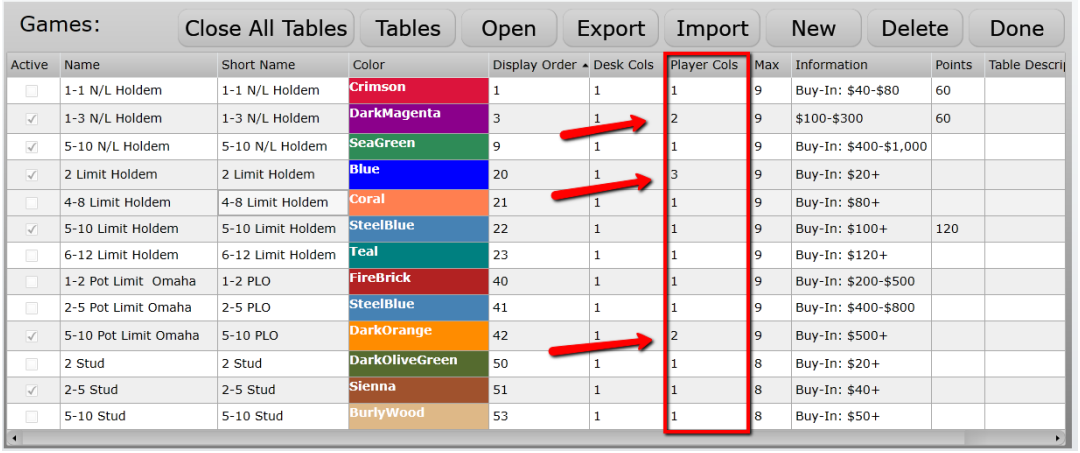
First make sure your font sizes are correct and readable:

Adjust the Font, Font Size, and Font Weight, but you need to maintain a size that is readable for players.



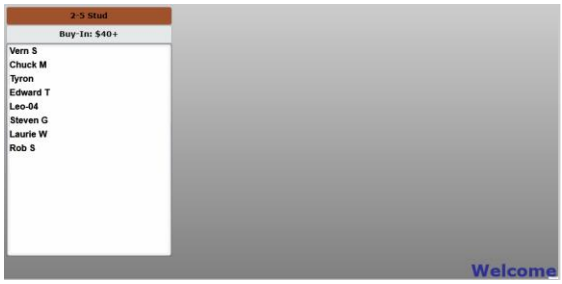
Active	Created	Type	Name	Value	Position
☐	9/29/2013 7:54	PlayerView	WaitList Names Font	CALIBRI	0
☐	9/29/2013 7:54	PlayerView	WaitList Names Font Color	White	0
☑	9/29/2013 7:54	PlayerView	WaitList Names Font Size	16	0
☑	9/29/2013 7:54	PlayerView	WaitList Names Font Weight	Bold	0

Adding extra columns is usually the first step: from Games on Desk View increase the Player Cols:

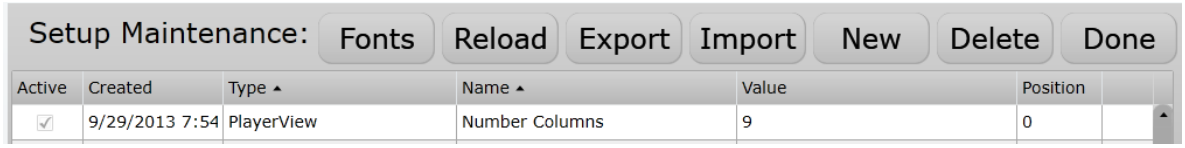


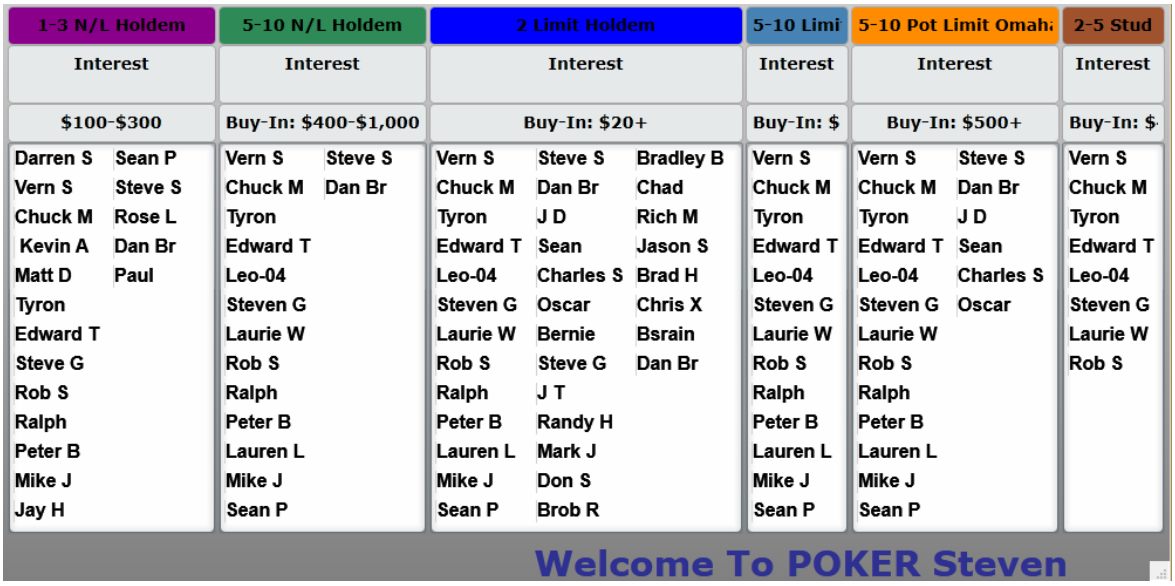
Active	Name	Short Name	Color	Display Order	Desk Cols	Player Cols	Max	Information	Points	Table Descri
☐	1-1 N/L Holdem	1-1 N/L Holdem	Crimson	1	1	1	9	Buy-In: $40-$80	60	
☑	1-3 N/L Holdem	1-3 N/L Holdem	DarkMagenta	3	1	2	9	$100-$300	60	
☑	5-10 N/L Holdem	5-10 N/L Holdem	SeaGreen	9	1	1	9	Buy-In: $400-$1,000		
☑	2 Limit Holdem	2 Limit Holdem	Blue	20	1	3	9	Buy-In: $20+		
☐	4-8 Limit Holdem	4-8 Limit Holdem	Coral	21	1	1	9	Buy-In: $80+		
☑	5-10 Limit Holdem	5-10 Limit Holdem	SteelBlue	22	1	1	9	Buy-In: $100+	120	
☐	6-12 Limit Holdem	6-12 Limit Holdem	Teal	23	1	1	9	Buy-In: $120+		
☐	1-2 Pot Limit Omaha	1-2 PLO	FireBrick	40	1	1	9	Buy-In: $200-$500		
☐	2-5 Pot Limit Omaha	2-5 PLO	SteelBlue	41	1	1	9	Buy-In: $400-$800		
☑	5-10 Pot Limit Omaha	5-10 PLO	DarkOrange	42	1	2	9	Buy-In: $500+		
☐	2 Stud	2 Stud	DarkOliveGreen	50	1	1	8	Buy-In: $20+		
☑	2-5 Stud	2-5 Stud	Sienna	51	1	1	8	Buy-In: $40+		
☐	5-10 Stud	5-10 Stud	BurlyWood	53	1	1	8	Buy-In: $50+		

All Players are visible but the screen is toggling, and it looks like I can add another column



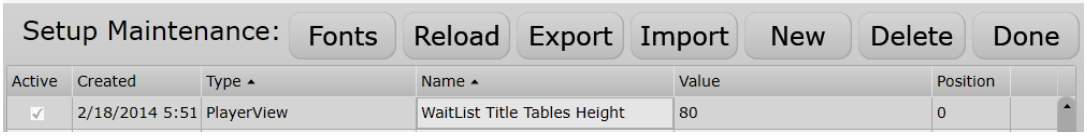
Increase the Number of Columns from 9 to 11, also increased 5-10 game to two columns.



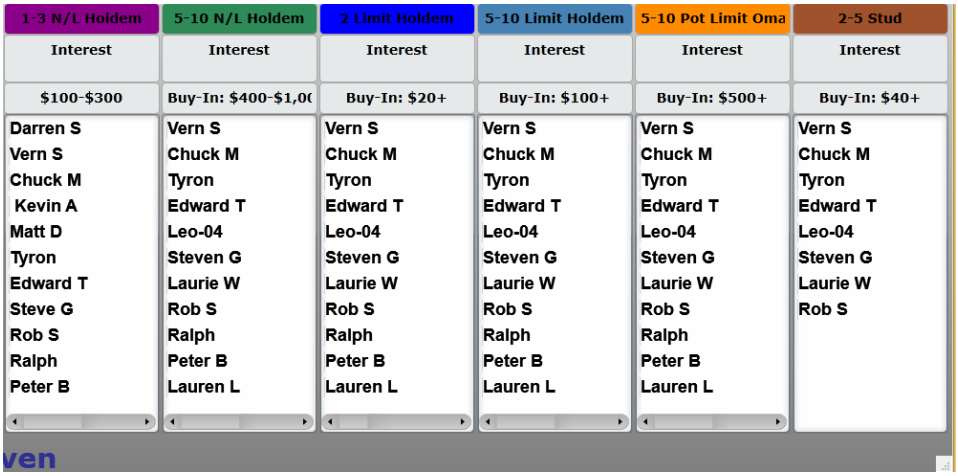


More options:

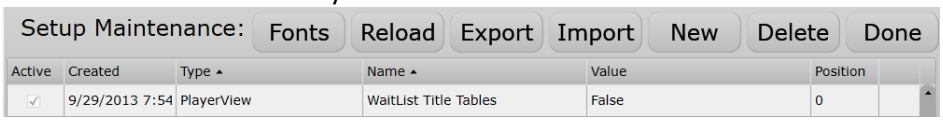
Too much room used for Table List:



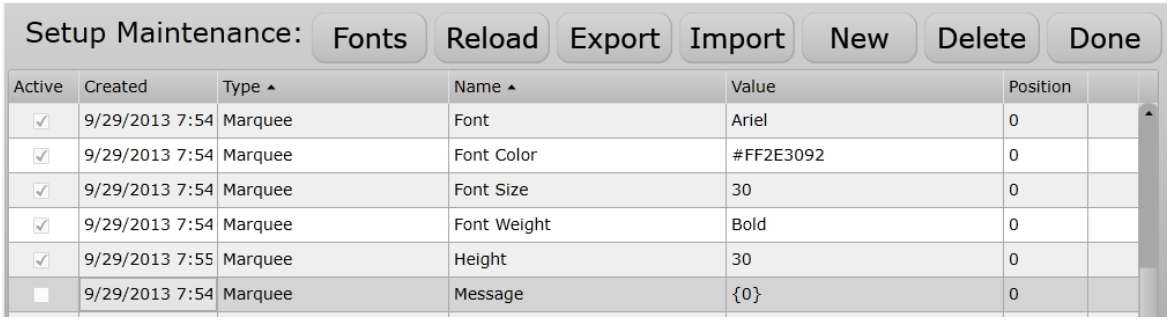
Decrease the WaitList Title Tables Height:
Note: version < 3.6.69 there was a bug and you must adjust DeskView – “WaitList Title Tables Height”



Or Remove table list entirely.

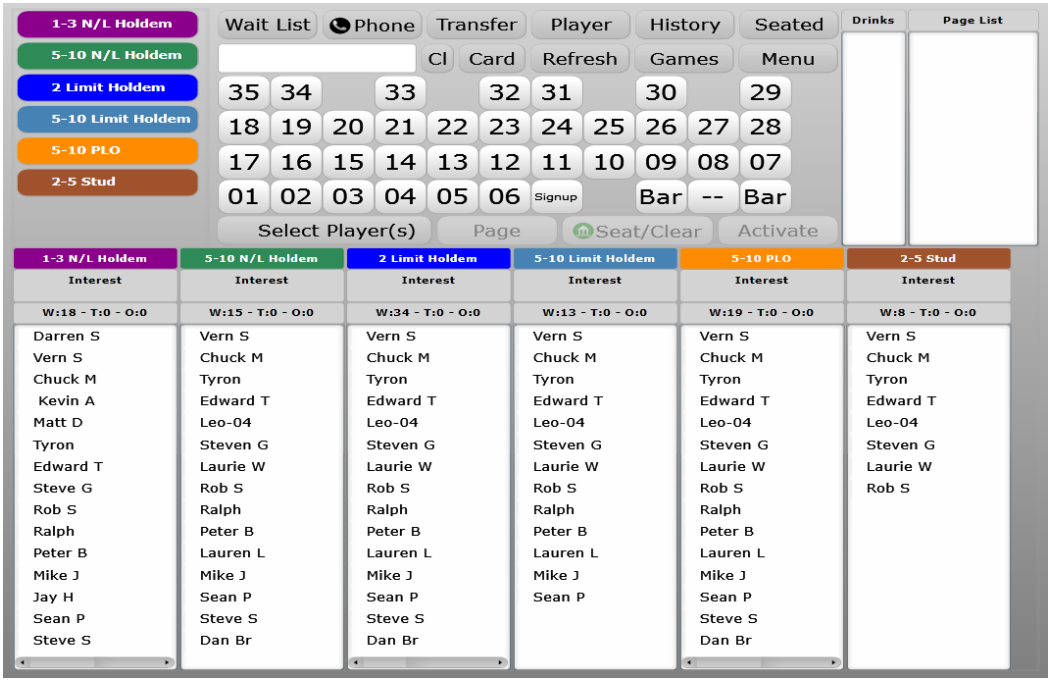


Remove the Marquee or adjust height and font sizes.
(To remove Marquee, just remove Active Flag on Marquee Message)

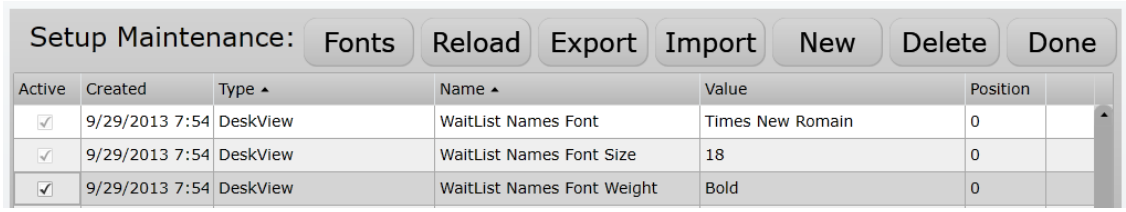


9.2 Desk View Setting

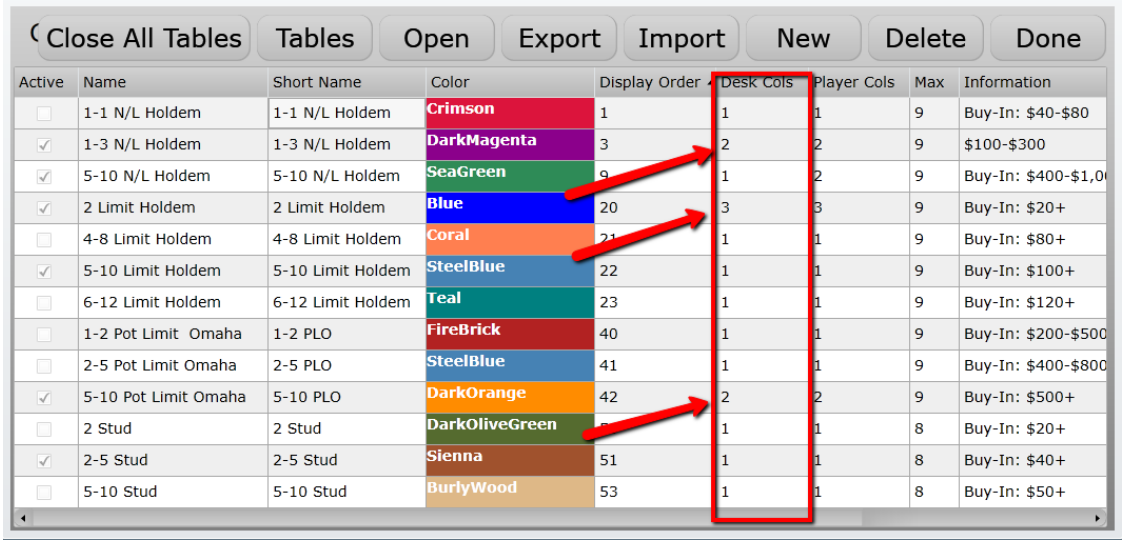
Seeing the complete list of players without scrolling is desirable for the staff. Consider the following view.



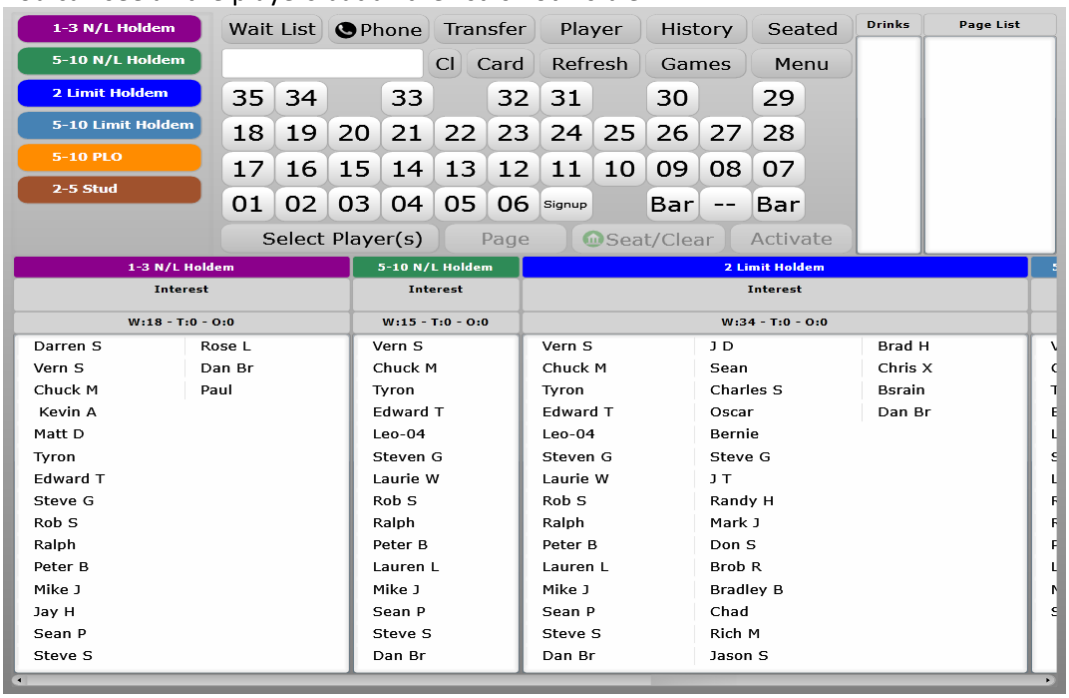
Make sure your fonts are readable and sized properly (remember to make Active and to "Reload" or they will not take affect).



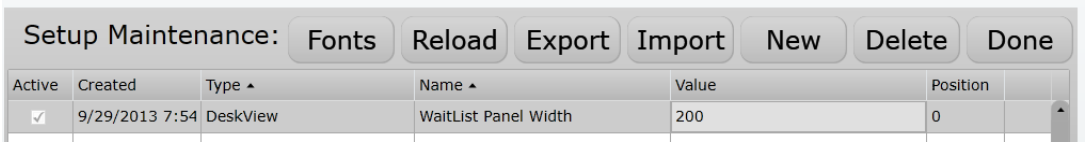
First you increase the number of columns for the games with the most players.


Close All Tables
Tables
Open
Export
Import
New
Delete
Done
Active
Name
Short Name
Color
Display Order
Desk Cols
Player Cols
Max
Information
1-1 N/L Holdem 1-1 N/L Holdem Crimson 1 1 1 9 Buy-In: $40-$80
1-3 N/L Holdem 1-3 N/L Holdem DarkMagenta 3 2 2 9 $100-$300
5-10 N/L Holdem 5-10 N/L Holdem SeaGreen 9 1 2 9 Buy-In: $400-$1,0
2 Limit Holdem 2 Limit Holdem Blue 20 3 3 9 Buy-In: $20+
4-8 Limit Holdem 4-8 Limit Holdem Coral 21 1 1 9 Buy-In: $80+
5-10 Limit Holdem 5-10 Limit Holdem SteelBlue 22 1 1 9 Buy-In: $100+
6-12 Limit Holdem 6-12 Limit Holdem Teal 23 1 1 9 Buy-In: $120+
1-2 Pot Limit Omaha 1-2 PLO FireBrick 40 1 1 9 Buy-In: $200-$500
2-5 Pot Limit Omaha 2-5 PLO SteelBlue 41 1 1 9 Buy-In: $400-$800
5-10 Pot Limit Omaha 5-10 PLO DarkOrange 42 2 2 9 Buy-In: $500+
2 Stud 2 Stud DarkOliveGreen 1 1 8 Buy-In: $20+
2-5 Stud 2-5 Stud Sienna 51 1 1 8 Buy-In: $40+
5-10 Stud 5-10 Stud BurlyWood 53 1 1 8 Buy-In: $50+

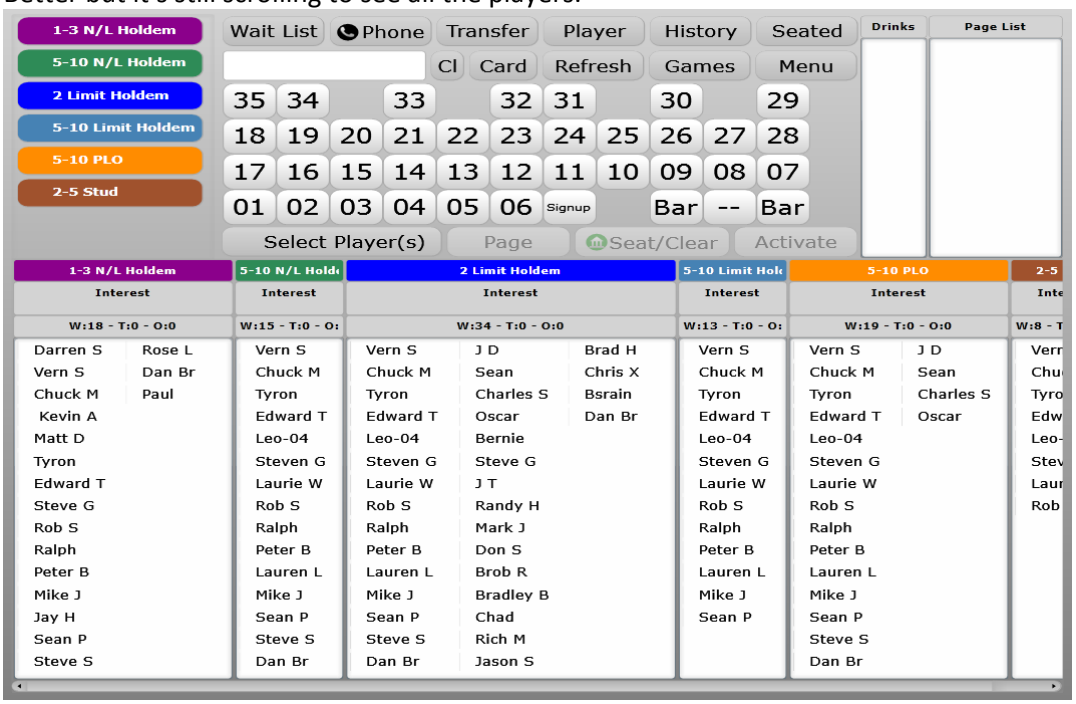
You can see all the players but all the list is not visible:



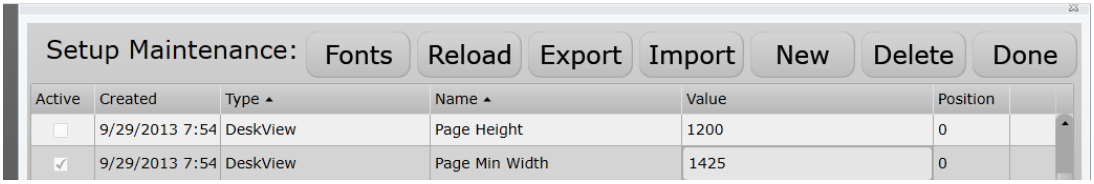
Looks like we should decrease the width of the columns, remember you have to “Reload” for any setup changes to take effect.



Better but it’s still scrolling to see all the players:

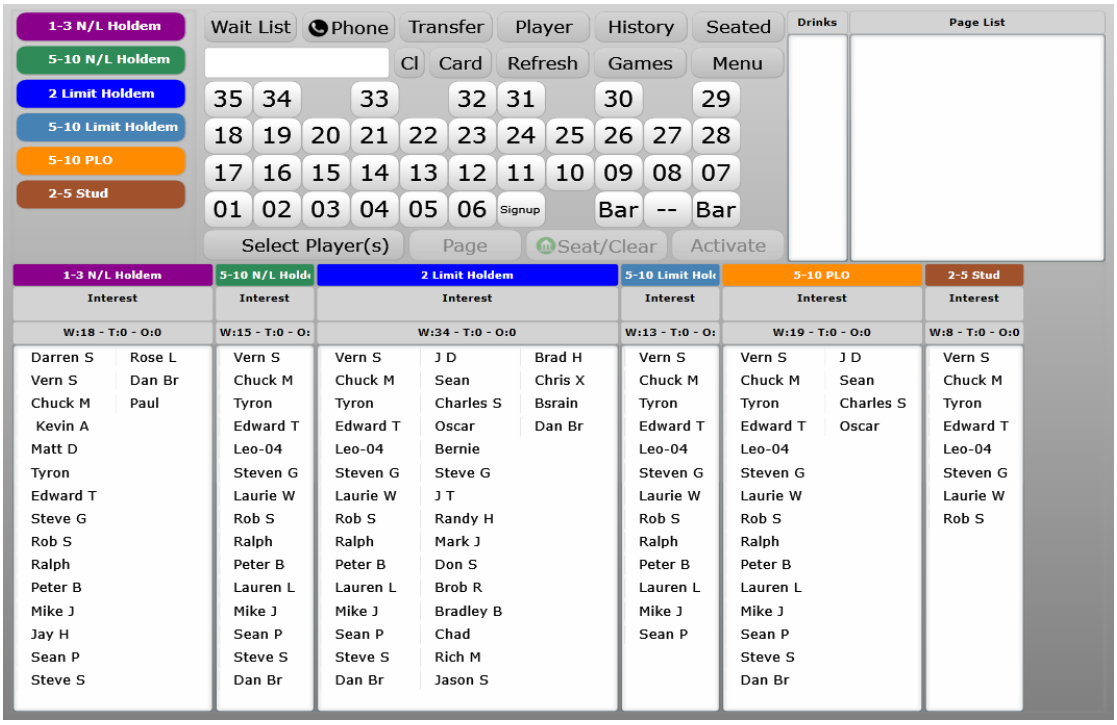


Next we can tell Poker Desk to draw wider or taller screen (the adjustment will only take affect if > 1280x1024)

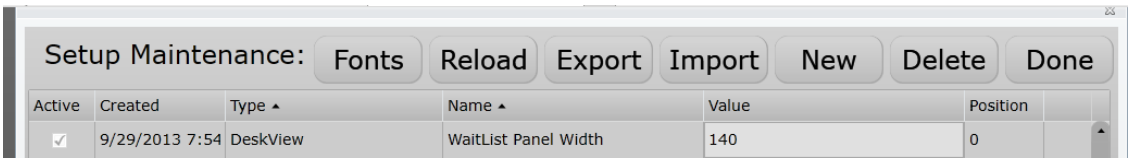


This may change the fonts in a way that make reading difficult, so it is a balance between all of these setting

After changing page width, you can see all the players on the wait list for all the games at a glance.



Looks like a little wider is possible now and that will keep longer name from being cut off.



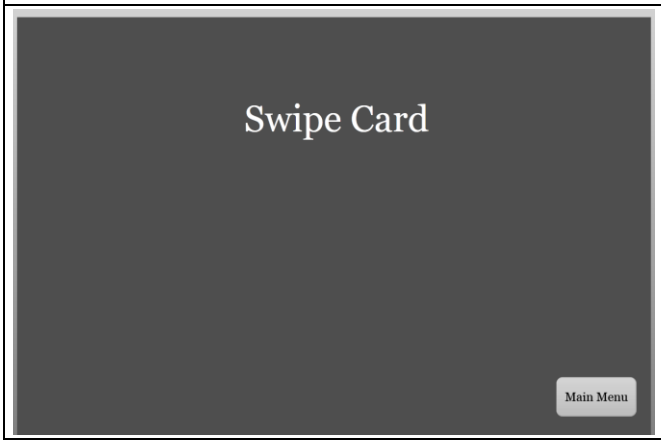
Our Finished Screen:

There are other setting include adjusting the Titles, include the height of the table list, removing information from the header and font sizes of the title information.

10 Player Kiosk

The Player Kiosk is a pre-branded version of the Kiosk. Implementation usually requires branding and customization to meet Poker Room requirements.

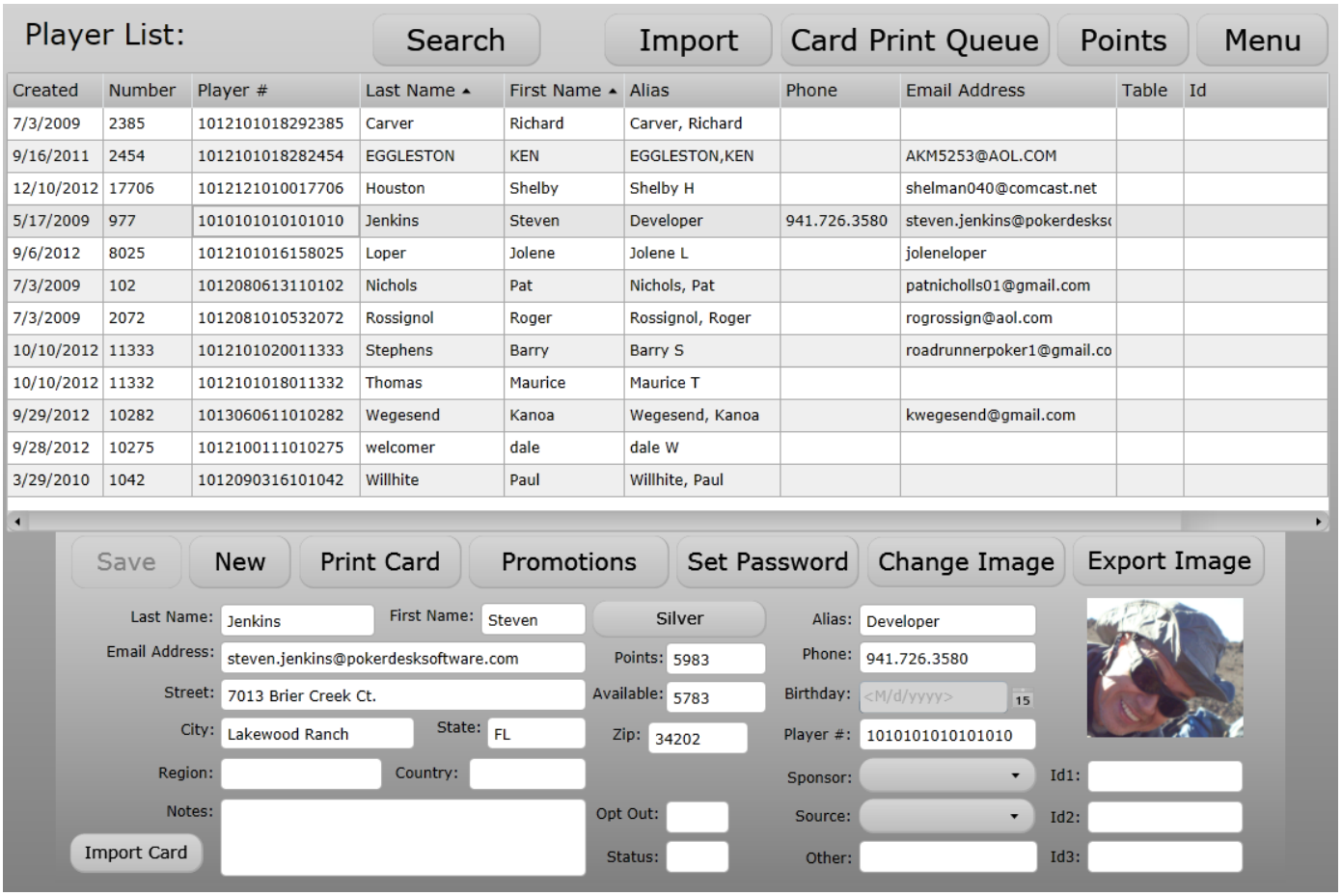
Sample Kiosk Screens:



11 Player Maintenance

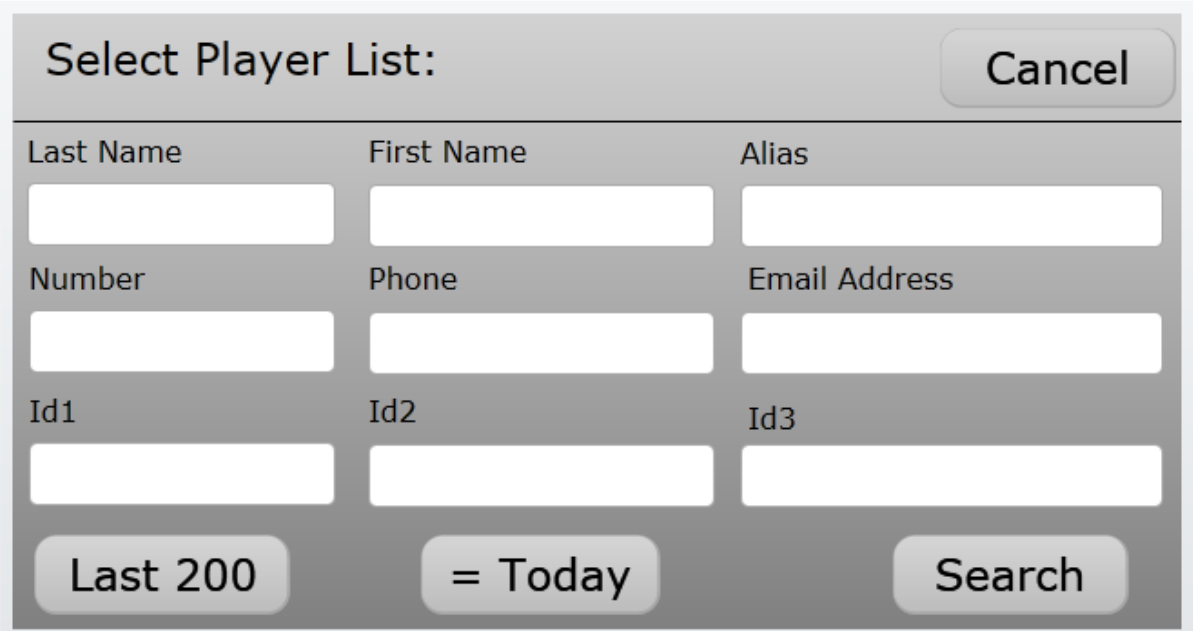
Player Maintenance Buttons:

- Search: search for players the search is case insensitive and will include the values in any part of the field
- Import: import players from a list
- Card Print Queue: displays a list of player cards waiting to print
- Points: switches to Player points view for the selected list of players
- Menu: return to the Main Menu



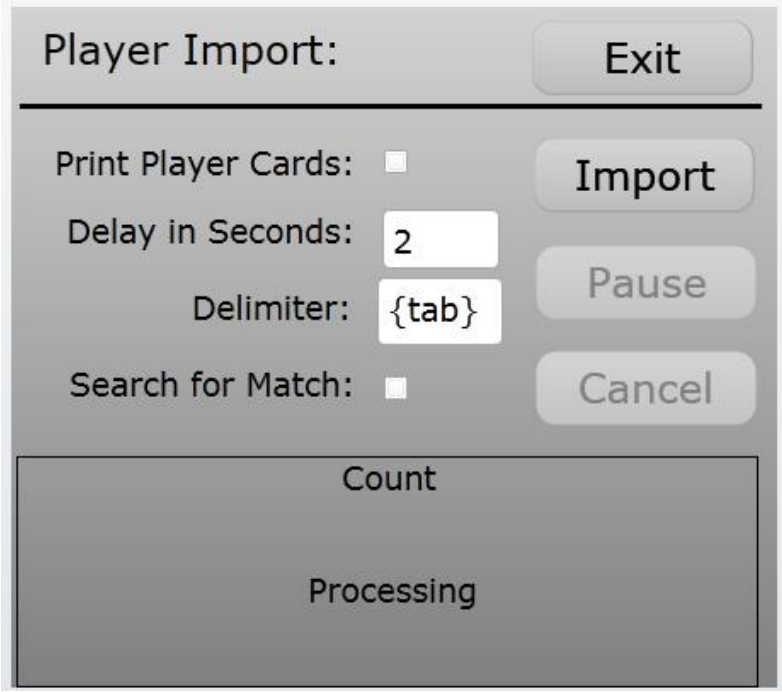
11.1 Player Search

The player search returns with the values match any part of the field. For example searching for Number 1010 will return matches including 1010101010, or 9999101010 or 33101010222. It also includes a search for the last 200 or players created today.



11.2 Player import

Imports a delimited file creating players or updating player information. The program reads the first line of the file and interprets the values to determine what fields are being loaded. If print cards is selected will print player cards.



Supported Input Fields:

Type	Name	Value (Example)	Comments
Player	PlayerNumber	1012080613110102	Player Number
Player	Created	7/3/2009 4:19:00 AM	Date time record created
Player	Alias	Jenkins	Alias for player
Player	Name	Steven Jenkins	If record has Name field but no Last / First the program tried to split name into first / last
Player	LastName	Jenkins	Player last name
Player	FirstName	Steven	Player first name
Player	Address	7013 Brier Creek	Street address
Player	City	Lakewood Ranch	City
Player	State	FL	State
Player	Zip	34202	Zip Code
Player	Country	USA	Country
Player	Region		Any region value
Player	Phone	941.726.3580	Phone
Player	Email	Steven@pds.com	Email address
Player	Birthday	8/16/2013	Birthday
Player	DriverLicense (Id1)		Either DriverLicense or Id1
Player	TaxId (Id2)		Either TaxId or Id2
Player	CustomId (Id3)		Either CustomId or Id3
Player	Other	Web Search	Anything for Other Source field
Player	Notes		Any Notes
Player	EmployeeId		Employee Id for employee managing player
Player	OptOut	0	Integer value for Opt Out 1 = True
Player	Tier	1	Integer for the current membership tier
Player	TierDate	01/01/2013	Last Date Tier was changed
Player	TierLast	1	Last Tier or 99 if Tier locked

11.3 External Player

Supported Mapped Fields:

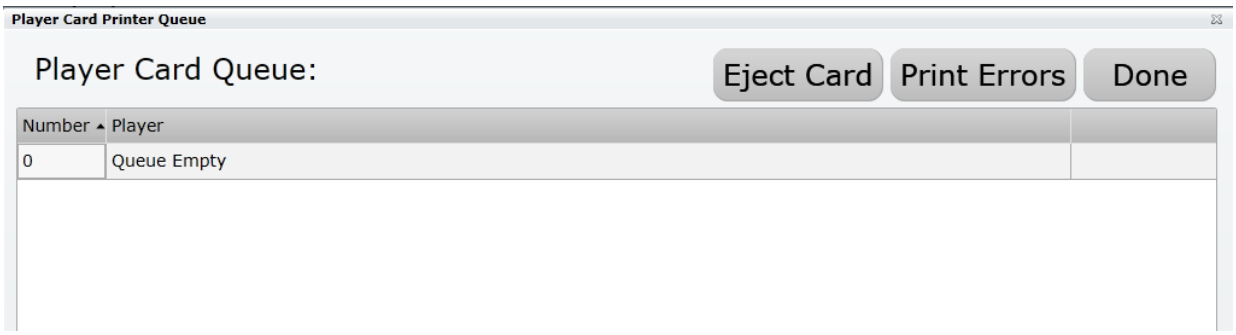
Type	Name	Value (Example)	Comments
Player	PlayerNumber	1012080613110102	Player Number
Player	Created	7/3/2009 4:19:00 AM	Date time record created
Player	Alias	Jenkins	Alias for player
Player	Name	Steven Jenkins	If record has Name field but no Last / First the program will try to split name into first / last
Player	LastName	Jenkins	Player last name

Type	Name	Value (Example)	Comments
Player	FirstName	Steven	Player first name
Player	Address	7013 Brier Creek	Street address
Player	City	Lakewood Ranch	City
Player	State	FL	State
Player	Zip	34202	Zip Code
Player	Country	USA	Country
Player	Region		Any region value
Player	Phone	941.726.3580	Phone
Player	Email	Steven@pds.com	Email address
Player	Birthday	8/16/2013	Birthday
Player	Id1		Id1
Player	Id2		Id2
Player	UniqueId	String or number	Used to store Unique Id from Source System
Player	Other	DO NOT USE	Used to store Source System
Player	Notes		Any Notes
Player	OptOut	0	Integer value for Opt Out 1 = True
Player	Tier	1	Integer for the current membership tier
Player	TierDate	01/01/2013	Last Date Tier was changed
Player	TierLast	1	Last Tier or 99 if Tier locked

11.4 Card Print Queue

The card print queue displays if any player cards are queued to be printed. It can also be used to eject a card from the card printer if a card is stuck.

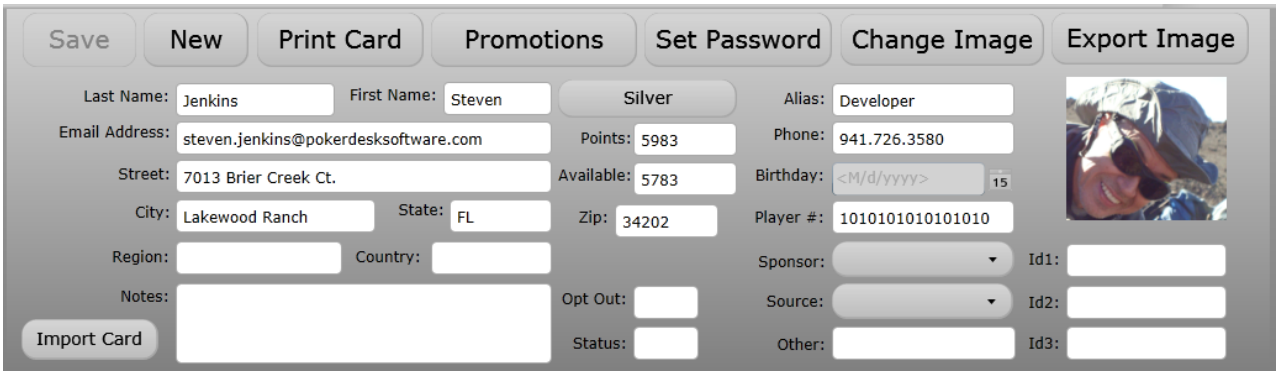
- Ejecting a stuck player card
- Displaying player card print errors



11.5 Player Points

See section on player points.

11.6 Adding and editing Player Information



11.6.1 New

Before entering a new player must click the New button. If typing before clicking New, the current record with be edited.

11.6.2 Print Card

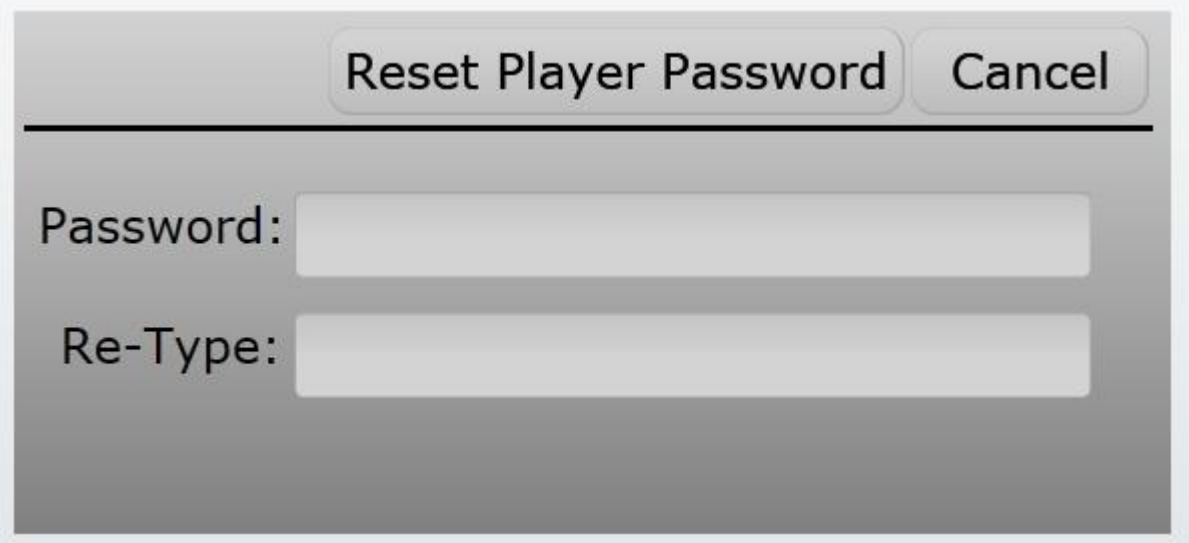
Clicking the Print Card will print the player card for selected player

11.6.3 Promotions

Clicking the Promotions button will bring up currently configured promotion and eligibility of the selected player for those promotions (see promotions).

11.6.4 Set Password

Poker Desk stores a password that is uploaded to the website. If you have implemented user login using Poker Desk passwords, use this to reset a password for a player that has forgotten their password.



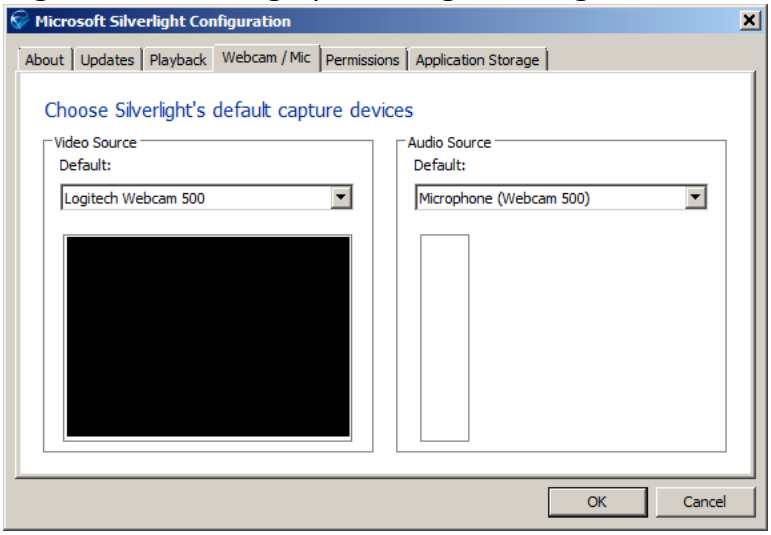
11.6.5 Change Image

Change the image associated with this player. Images are upload to website, and displayed on Android programs. Program supports using the computer camera to capture image. Images of players are stored in the database with the player information.

- Start Camera to capture picture. Right click and bring up Silverlight configuration to select camera when multiple camera are present or to select camera and give permission.
- Stop Camera
- Capture Image moves current image into selection area. Images are captured at 130x130 resolution.
- Load Image from file and into selection area. Images are resized to 130x130 before being stored in database.

- Select the current image in selection area. To remove image select current image before loading or capturing image.
- Cancel

Right click to bring up Silverlight configuration for selecting video source

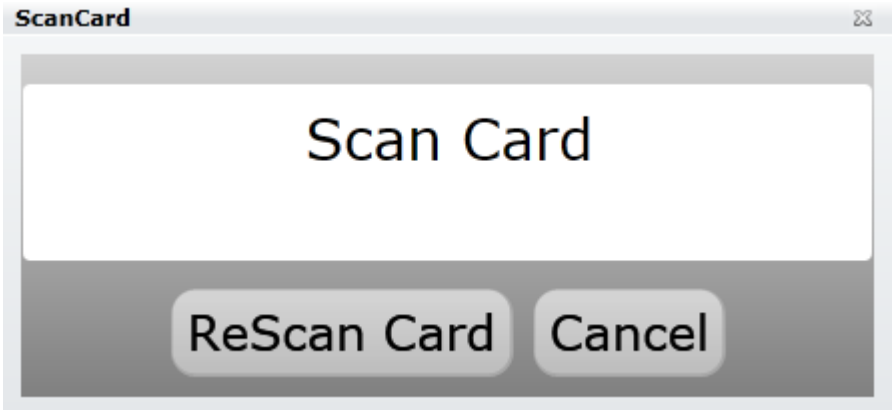


11.6.6 Export Image

Export the image from the database to file

11.6.7 Import Card

It is possible to attach multiple cards to a specific player or to use your current loyalty cards to scan players for wait list or tournament entry. The card needs to be properly configured in Print Setups: Scan Card definitions (see section on setting up Scan Cards). After searching for and selecting the player for the card, press the Import Card Button and a scan card window will pop up. Scan the card and if the program is setup properly for that card it will read the id number from the card and insert in the id field specified by the scan definition into the selected player's record. It will then be possible to scan (or swipe) that card to identity the player. If multiple players are identified by a scan or swipe of a player's card; "player not found" will be returned when scanning a card.



12 Tracking Player Points and more advanced functions from Wait List

To enable tracking of players, the players must be registered with Poker Desk. Poker Desk allows players to be put on the wait list without registration and to be seated at tables without registration, but without registering a player, it is not possible to track the player's playing time or points. This also means a registered player must be seated at a table for the time he is playing and removed or "Time Out" from a table when he is finished. Poker Desk supports android tablets to help with the seating and removal of players from table for tracking points. The first part is registering player (see previous section), then seating players at the table and finally removing players when finished.

- Steps to Track Player Points
  - Register Players
    - See previous section
  - Identify Registered Players
    - Scan Card
    - Lookup Player
  - Seat Players at Table
    - Player Entry Window
    - Players Window
    - Game Window
  - Remove or "Time Out" Players from Table
  -

With default installation, "Table Seating" option is turned off. To track player points or player time at table, table seating must be turned on. Notice in the follow screens with table seating off, the open tables are always a solid color. With table seating turned on the open table will indicate the number of players and will turn to a solid color when all the seats are occupied.

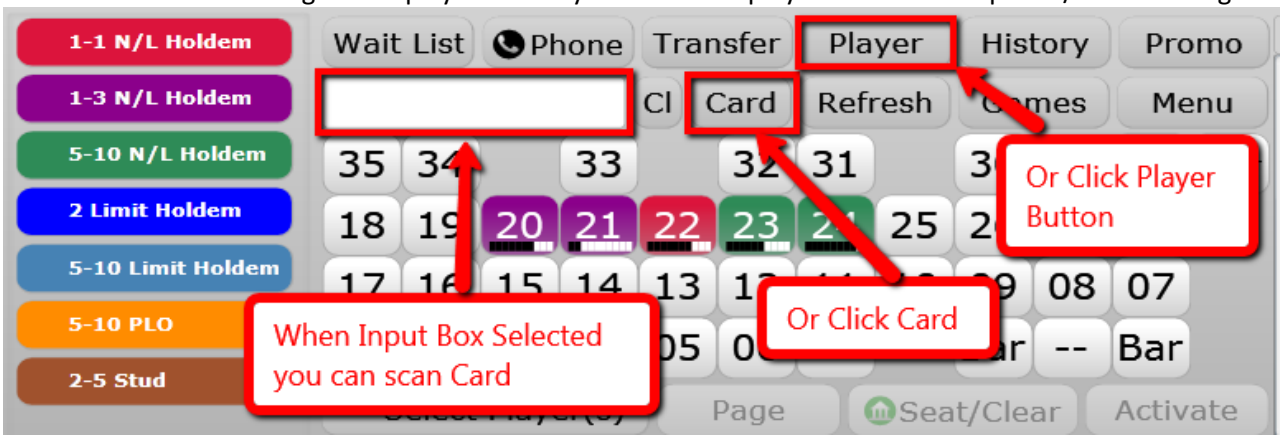
Table Seating Off	Table Seating On

Setup Option to enable table seating.

Active	Created	Type	Name	Value	Order
Active	Any	DeskView	Table Seating	True	

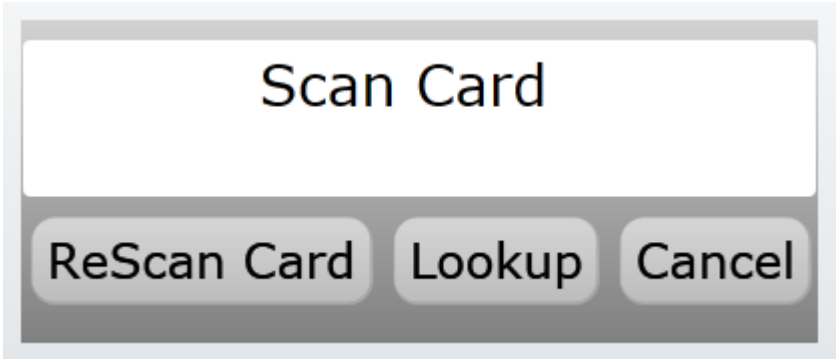
12.1 Identify Registered Player

You need to select the registered player before you can seat a player and start the points/time tracking.



12.1.1 Click Card to scan

After correctly scanning the card program will continue to Player Entry Window



12.1.2 Or Lookup Player

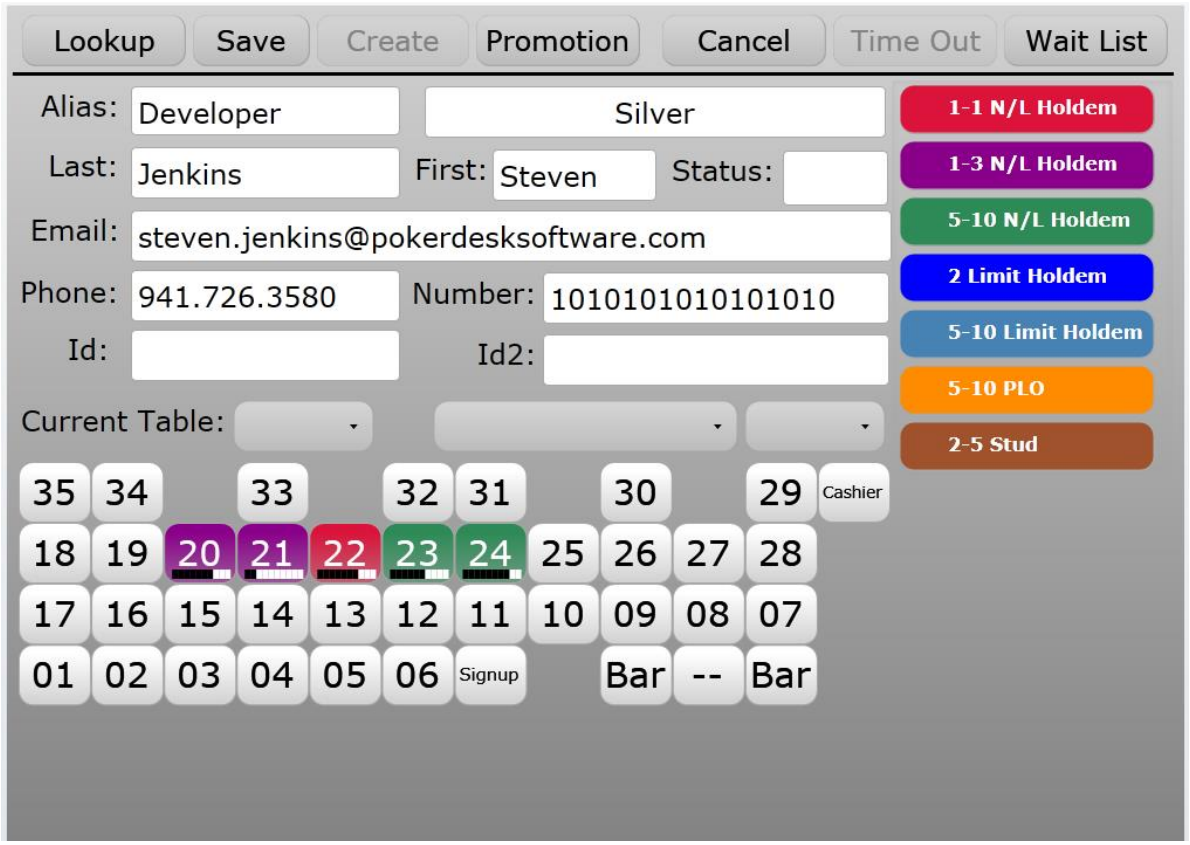
Click New to continue to the Player Entry Window to add new player or Select a player to continue to Player Entry Window.

12.2 Player Entry Window

After identifying the player the Player Entry Window is displayed. For tracking time you can place a player directly on a table.

Player Entry Window Buttons:

- Lookup: search for another player
- Save: edit fields and save changes
- Create: create a new player
- Promotion: display current promotions and if this player qualifies
- Cancel: cancel and return to Desk View
- Time Out: If player seated, option to "Time Out"
- Wait List: select games and add player to wait list
- Table Buttons: if table seating option is turned on, click table button to directly seat player to table

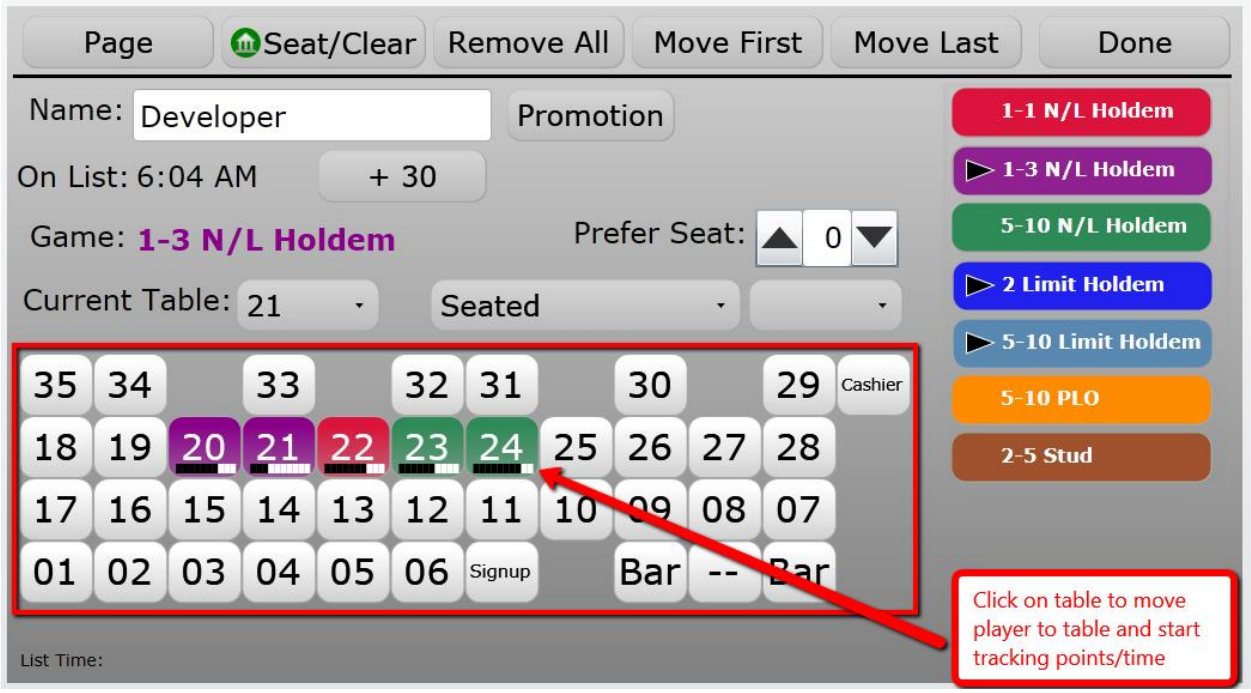


12.3 Edit Player Window – from Wait List

After a player is on the wait list, clicking on the player will bring up the Edit Player window. From the edit player window you can place a player on a time and start tracking time by clicking on a table button.

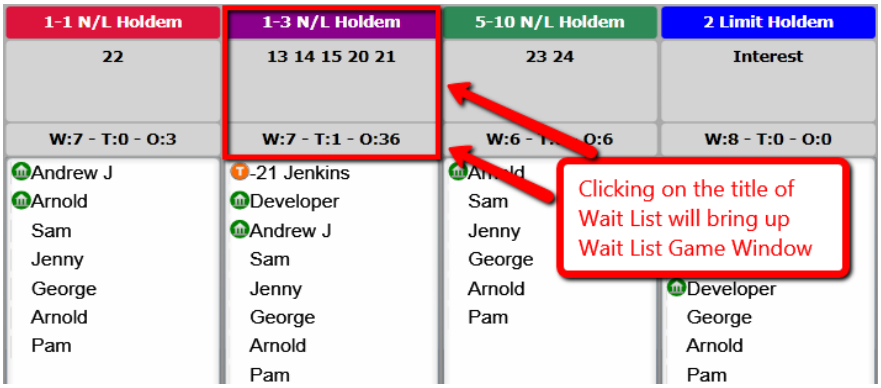
Edit Player Window Buttons:

- Page: highlight player name on wait list (because page is used to denote must moves in some rooms, page players are not counted on the live internet wait list)
- Seat/Clear: remove player from the wait list (any other lists will be marked as seated). This does NOT start tracking any time or points
- Remove All: remove this player from this and all wait lists. Does NOT start tracking points/time
- Move First: move to first of this wait list
- Move Last: move to last of this wait list
- Done: close window and commit all changes
- Promotion: check for promotion that player is eligible
- Options: set an option for this player on this wait list. The uses of these (except phone / internet) meaning can be changed by room policies
    - No Augmentation: nothing
    - Phone / Internet: a called in player, phone will change to red when time limit is expired (configurable usually 1 hour) and will be auto deleted when grace period reached (usually 1:15)
    - Preferred Game: mark this wait list as preferred game
    - Seat all together: mark as part of a group
    - Must have seat selections: requires specified seat
    - Transfer: requesting transfer to another table same game
    - Only Table: only want table specified
    - Exclude Table: any table except specified table
    - Seated: mark this user with icon specifying they are seated at another game
- Table selection button: can be used to specify requested / excluded table or any other purpose.
- Current table: if registered player (or using same temporary id) will look in the room for current location of player and display here. Also used to specify the from location for transfers
- Prefer Seat: can be used to specify a preferred (or required) seat. Or for any purpose.
- Click on a table button: will move the player off the wait list and put the player on a table and start tracking points / time



12.4 Wait List Game Window

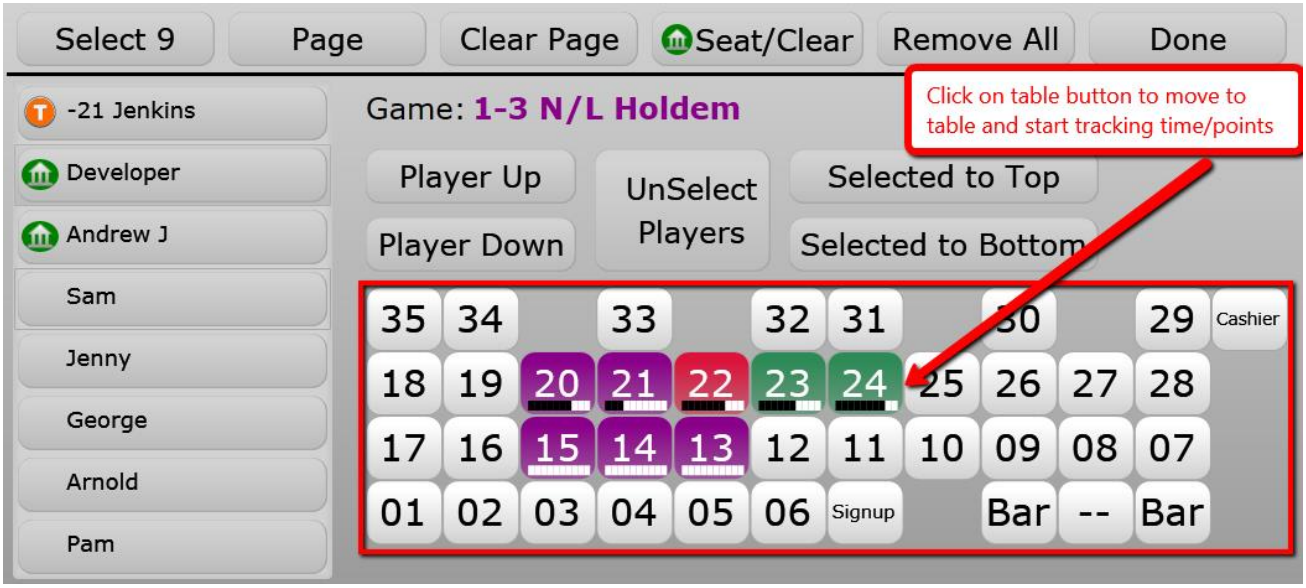
For controlling multiple players at once (like opening a table) you can click on the title of a wait list and bring up the wait list game window.



Wait List Game Window Buttons:

- Select {x}: select the top {x} player in the list, {x} varies depending on the number of players per table specified by the game. This will select the top player then you can act on those players using the following functions. This works well when opening a new table and need to page the next full table from the list.
- Page: highlight selected player(s) name(s) on wait list (because page is used to denote must moves in some rooms, paged players are not counted on the live internet wait list).
- Clear Page: clear highlighting on the selected player(s) from wait list.
- Seat/Clear: remove selected player(s) from the wait list (any other lists will be marked as seated). This does NOT start tracking any time or points
- Remove All: remove all players from this wait lists. Does NOT start tracking points/time
- Player Up: move the selected player up one in the wait list (can only have one player selected)
- Player Down: move selected player down one in the wait list (can only have one player selected)

- UnSelect Players: by default all paged players are selected when opening the Wait List Game Window, this is a quick way to unselect those so you can select the player(s) of interest for current activity
- Selected to Top: move all selected player(s) to the top of the list (can have multiple selected)
- Selected to Bottom: move all selected player(s) to the bottom of the list (can have multiple selected)
- Done: close window and commit all changes
- Clicking on a player with toggle between selected and not selected, you can select the player or players and modify with other functionality
- Click on a table button: will move the selected player(s) off the wait list and put the player(s) on a table and start tracking points / time



12.5 Table Window

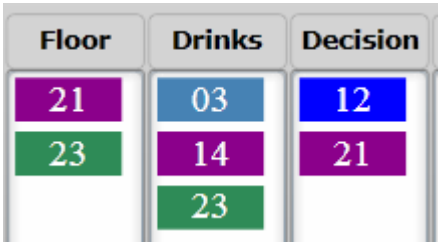
The table window is used to track and control players and table specific functions. All table function can also be done with the Android tablet so they can be done at the table. For tracking of players, an Android tablet at the table is best, but for small rooms it is possible to do full player tracking from a centralized location.

Table Window Buttons:

- Close/Open Table: Select game and open table or close table if open.
- Done: close window
- Game: Select / display game on this table
- Floor / Drinks / Decision: toggle notification flags for table (see following information to display notification lists)
- Player List: list players at table, players can be RED (unregistered and cannot track points/time) or BLACK (registered players). Clicking on players list toggles selections. Some action buttons work with multiple selections and other will work only when a single player is selected
- Time Out: time out all selected players, uses actual time and can have multiple players selected (clicking on a seat button of a seated player gives options to change the actual time for this session)
- Transfer: selected player(s) stays at table put an entry in the wait list specifying the player(s) wish to be transferred
- Wait List: selected player(s) is removed from the table and returned to the top of the wait list
- No Time: selected player(s) are removed from the table and no time is credited to the player(s) for this session
- Missed Blind: selected player(s) are marked as away from the table and time stops accruing, when the player returns (by Player Back), a record is produced marking the previous session time and a new session is created starting time again. Player is marked with an icon denoting away from the table
- Player Back: selected player(s) are back to the table after being away. A record of previous activity is created ending at the time the player was marked as away (Missed Blind) and starting now, and the time the player is away will not be credited to player playing time.
- +Unknown Player: add unknown player to the table, so the table has the correct number of used seats
- Promotion: if a single player is selected with bring up promotion window for that player
- Seat Buttons: if single player is selected will seat that player to that seat. If you click on a button without selecting a player and the button contains a player then option for "Time Out" a player are given.

12.6 Notification Windows

If notification windows are enabled, when the Android tablet or Desk View Table Window toggle a notification button the table is listed in the notification window. Notification windows may not be activated with the default installation. There is also an Android version of notification windows that can be place at or with floor managers or food service personnel or at restaurant location. Combining notification windows and the Android tablet on table, the proper staff can be notified when necessary.



Setup Options to enable display of Floor/Drinks/Decision notification windows. Remember to reload Setup to activate setup changes.

Active	Created	Type	Name	Value	Order
Active	Any	DeskView	BrushList	True	
Active	Any	DeskView	DecisionList	True	
Active	Any	DeskView	DrinkList	True	

12.7 Available Seats Window

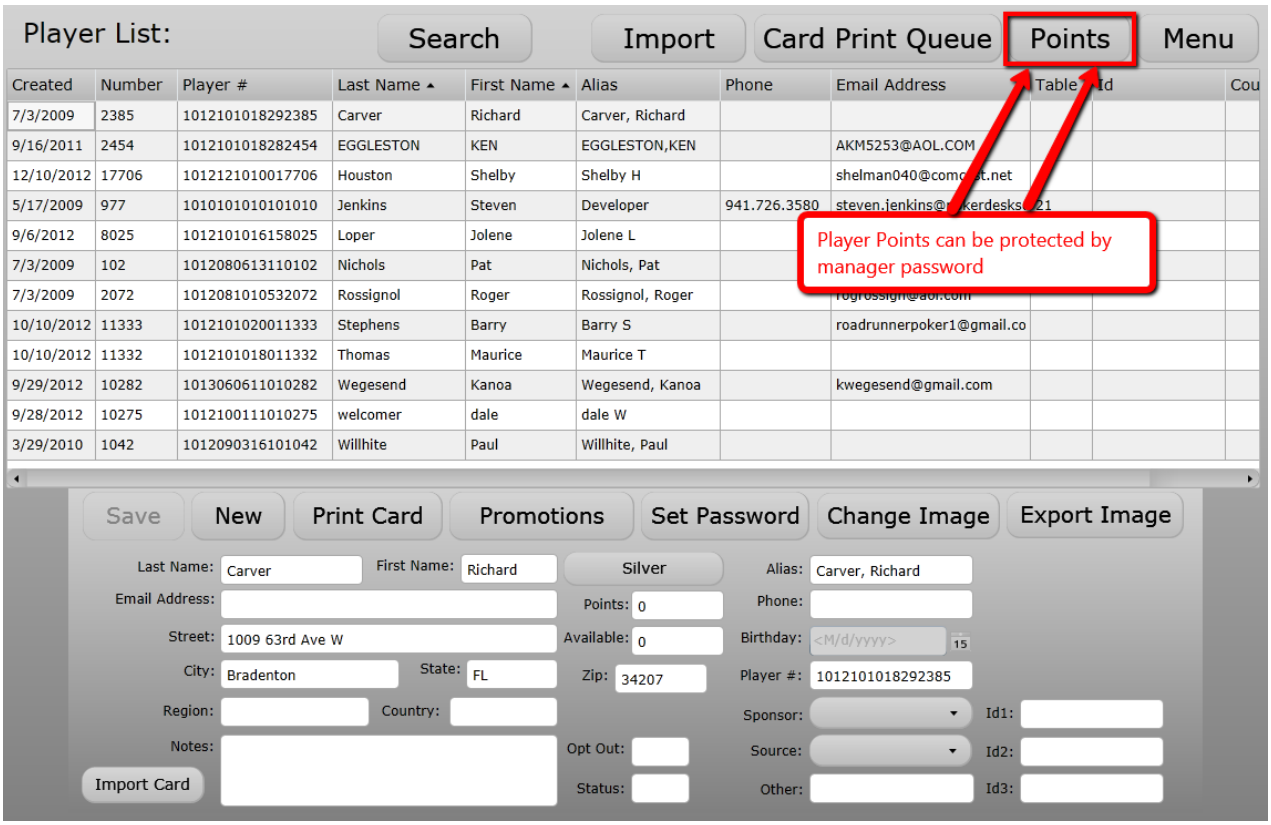
Poker Desk can notify the staff when a seat is available and a player is waiting for the game. This requires the poker room to track the availability of seats with Poker Desk, this can be with or without registered players.
The Seats available will inform the staff that there are available seats and players waiting for those seats.

Setup Options to enable display of available seats window.

Active	Created	Type	Name	Value	Order
Active	Any	DeskView	AttentionList	True	

13 Player Points

From the Player Maintenance Screen you can get to Player Points. Because you can add points / export complete player list, there is an option to protect the Points Screen with the manager password.

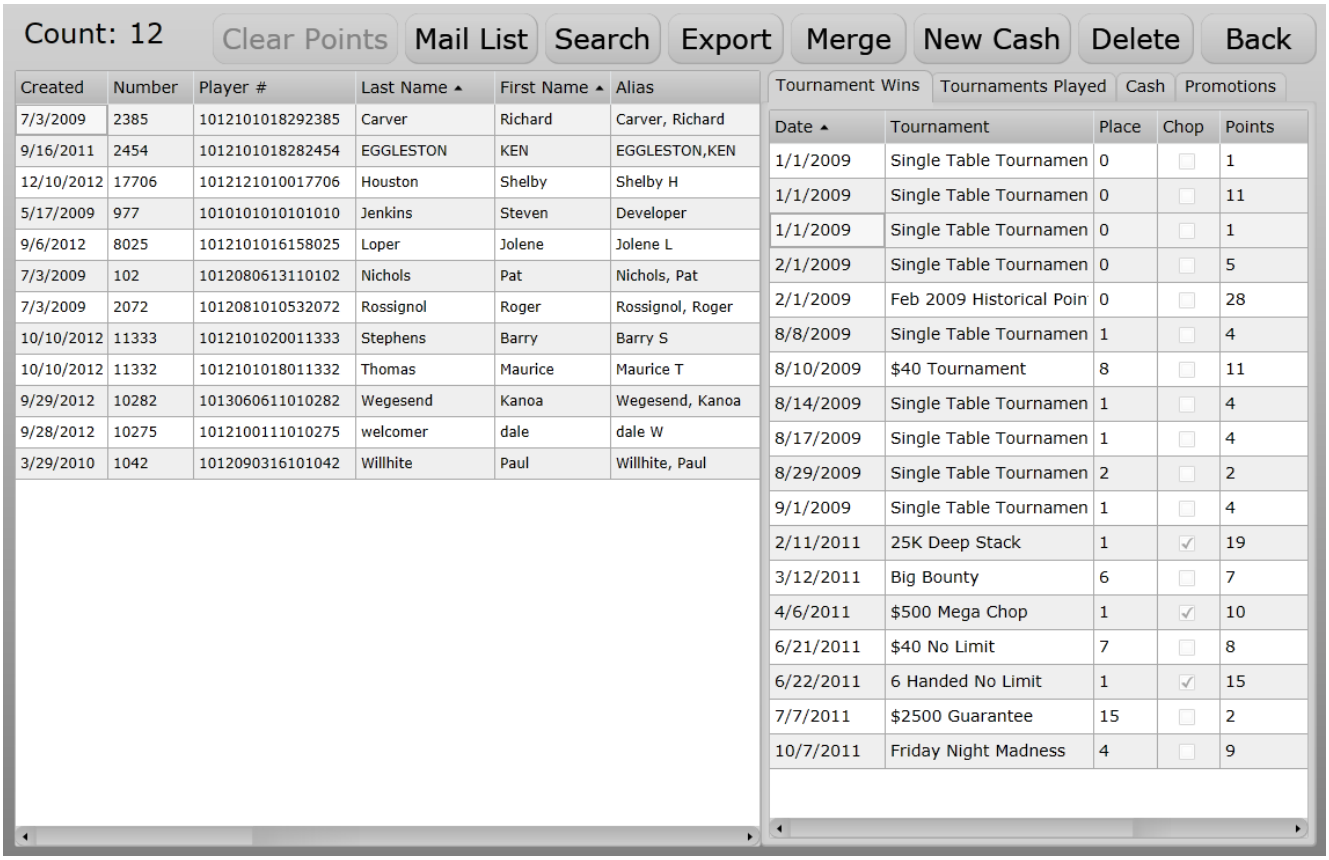


Point Window Buttons:

- Mail List: uses a report definition to export all players with email address to file
- Search: search for player matching specific points
- Merge: merge data from to players, when two registered players are same player
- New Cash: enter manual cash activity / points for missing time / points.
- Delete: delete player, player cannot have any information
- Back: return to Player Maintenance
- Player list defaults to the lists from Players Maintenance

Tabs:

- Tournament Wins: tournament this player has won, this is a list of players entered from the “Tournament Results” popup window
- Tournament Played: this lists all the tournaments this player entered (player needed to be identified by swiping or lookup)
- Cash: record of the time at cash tables plus any promotions qualified against that cash player time
- Promotions: promotion redeemed, promotions rewarded and record point redemption activity

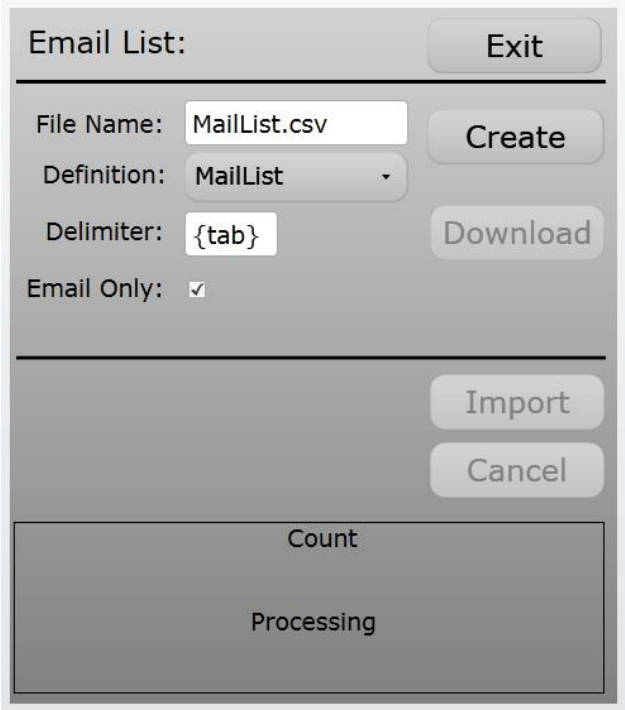

Count: 12
Clear Points
Mail List
Search
Export
Merge
New Cash
Delete
Back
Created
Number
Player #
Last Name
First Name
Alias
7/3/2009 2385 1012101018292385 Carver Richard Carver, Richard
9/16/2011 2454 1012101018282454 EGGLESTON KEN EGGLESTON,KEN
12/10/2012 17706 1012121010017706 Houston Shelby Shelby H
5/17/2009 977 1010101010101010 Jenkins Steven Developer
9/6/2012 8025 1012101016158025 Loper Jolene Jolene L
7/3/2009 102 1012080613110102 Nichols Pat Nichols, Pat
7/3/2009 2072 1012081010532072 Rossignol Roger Rossignol, Roger
10/10/2012 11333 1012101020011333 Stephens Barry Barry S
10/10/2012 11332 1012101018011332 Thomas Maurice Maurice T
9/29/2012 10282 1013060611010282 Wegesend Kanoa Wegesend, Kanoa
9/28/2012 10275 1012100111010275 welcomer dale dale W
3/29/2010 1042 1012090316101042 Willhite Paul Willhite, Paul
Tournament Wins
Tournaments Played
Cash
Promotions
Date
Tournament
Place
Chop
Points
1/1/2009 Single Table Tournamen 0 1
1/1/2009 Single Table Tournamen 0 11
1/1/2009 Single Table Tournamen 0 1
2/1/2009 Single Table Tournamen 0 5
2/1/2009 Feb 2009 Historical Poin 0 28
8/8/2009 Single Table Tournamen 1 4
8/10/2009 $40 Tournament 8 11
8/14/2009 Single Table Tournamen 1 4
8/17/2009 Single Table Tournamen 1 4
8/29/2009 Single Table Tournamen 2 2
9/1/2009 Single Table Tournamen 1 4
2/11/2011 25K Deep Stack 1 19
3/12/2011 Big Bounty 6 7
4/6/2011 $500 Mega Chop 1 10
6/21/2011 $40 No Limit 7 8
6/22/2011 6 Handed No Limit 1 15
7/7/2011 $2500 Guarantee 15 2
10/7/2011 Friday Night Madness 4 9

13.1 Mail List

Mail list is used to export a list. The main use of this is to export a list of player to be imported in an email product like iContact or ConstantContact. The program uses a report definition to determine what fields to export and what the headers should be labeled. The program is executed in two steps, the first step you give a file name, select the report definition, specify the delimiter and select the optional email only flag. Then you click the Create button, this will create a file on the server in the Report directory with the name specified. The second part is downloading that file to your local client if necessary.

Fields:

Type	Name	Value (Example)	Comments
Email List	File Name	MailList.csv	Name of file saved on the server
Email List	Definition	MailList	The Report Definition to use
Email List	Delimiter	{tab}	Delimiter to use between columns
Email List	Email Only	Checked	If checked limits output to players with opt_out = null or 0 and with a "@" in the email address (excludes blanks). If not checked could be used to export all players
Email List	Create Button		Click to create file on Server – Do this first
Email List	Download Button		Click to download file to local computer – Then download
Email List	Exit		Click to exit



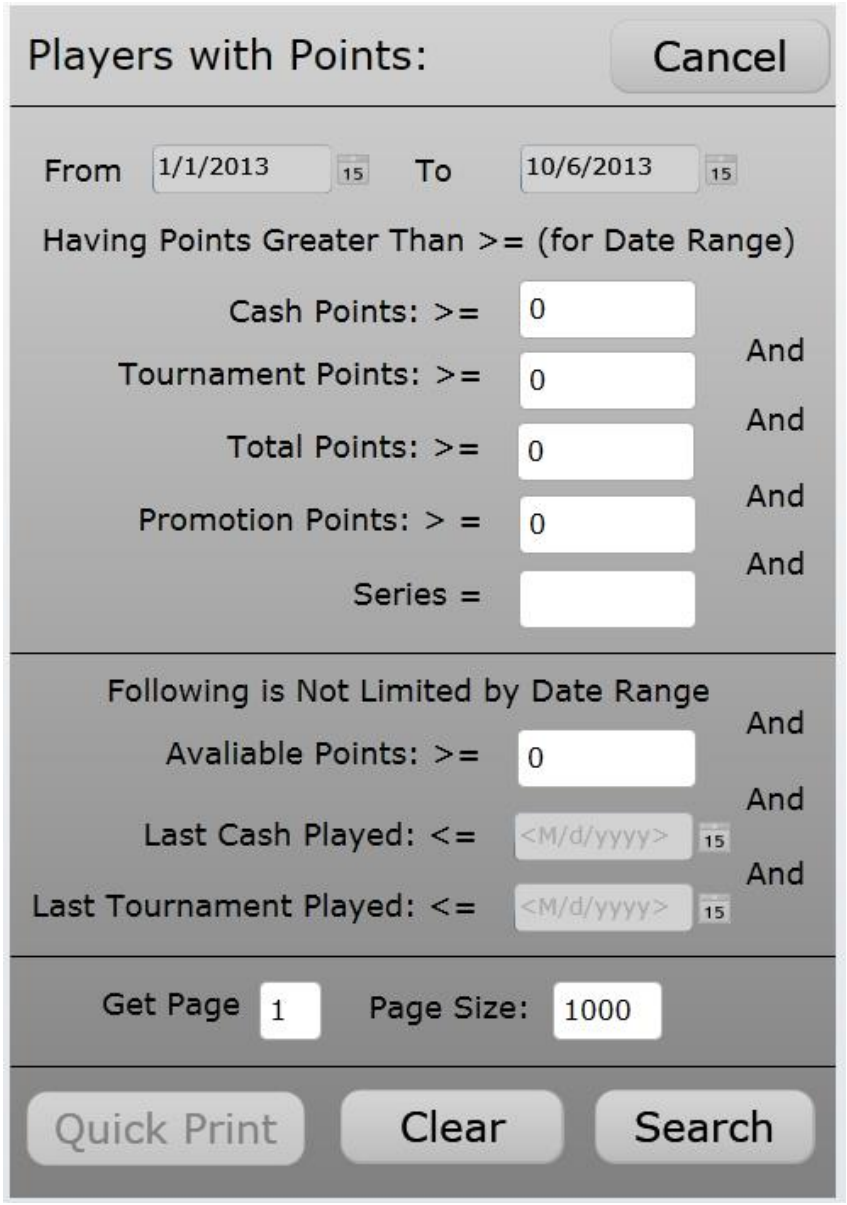
Setup values for export print definitions, for a list of possible values see List of Values in this document

Control	Name	Value (Example)	Comments
Print	Position	Order of Columns	Order of the columns
Information	Name	Email Address	Information to explain purpose, can be anything to help understand
Information	Value	Email	See List of Player values in this document
Information	Text	"Label:"	If label is specified, information and label are concatenated and displayed, can also use label to display multiple values by adding fields surrounded by '~'. (~First_Name~ ~Last_Name~) the value for the field in Value is added at the end if not blank
Information	Background/Format	{0:0,0}	Format String to use on information (sample format adds commas to number) works on the Field specified in Value only

13.2 Point Search

To search player with specific attributes for email or promotions, you can use the search feature in Points. The point search only return 1000 rows at a time so if you want to match greater than 1000 consider using the email export to export all the records then import them into excel for selection.

Parts of the search are limited by date range and part of information is not limited. For example available points cannot be bound by a date range because to get the available points you must look at all the data. To export player after a point search, use the export function for further analysis.



13.3 Export

Clicking export will export the player list to a tab delimited file. The file can be imported into excel, check the section “Importing Data to Excel” for instruction for importing data into excel.

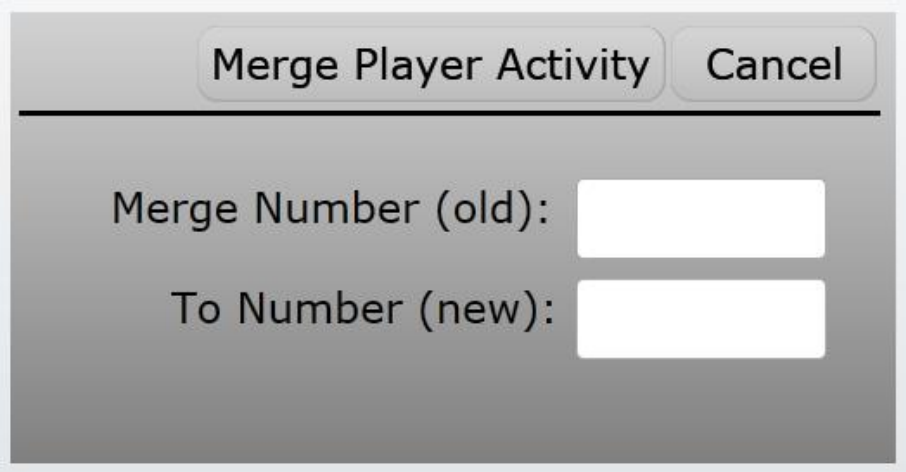
Exported Fields:

Type	Name	Value (Example)	Comments
Points Export	Key		Unique Key
Points Export	Created		Date Created
Points Export	Alias		Player Alias
Points Export	LastName		
Points Export	FirstName		
Points Export	Email		

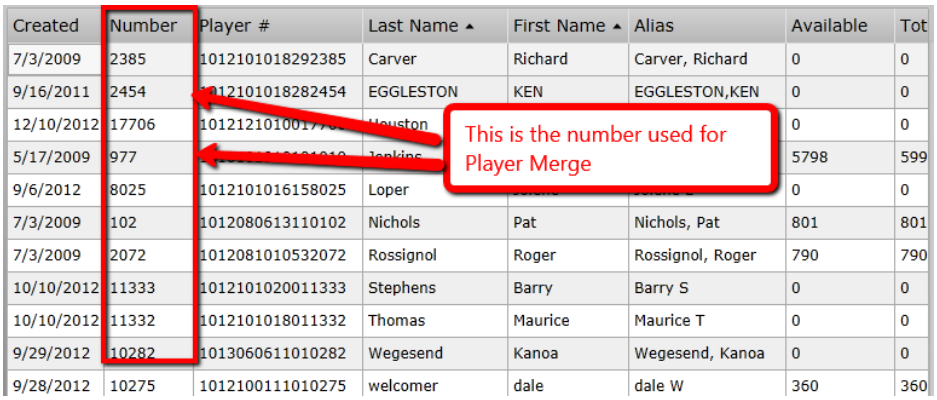
Type	Name	Value (Example)	Comments
Points Export	Phone		
Points Export	CustomerNumber		Unique number incremented with each user created, used as part of the Player Number, is not Player Number
Points Export	PlayerNumber		Player Number
Points Export	AvailablePoints		
Points Export	TotalPoints		
Points Export	CashPoints		
Points Export	TournamentPoints		
Points Export	PromotionPoints		
Points Export	TournamentWinPoints		
Points Export	TournamentCashes		
Points Export	Id1		
Points Export	Id2		
Points Export	Id3		
Points Export	Country		

13.4 Merge player Activity

Used when you need to merge information from two players. Select the Number of the players (NOT Player Number). After merging players you should delete the old player so staff select correct player in the future.



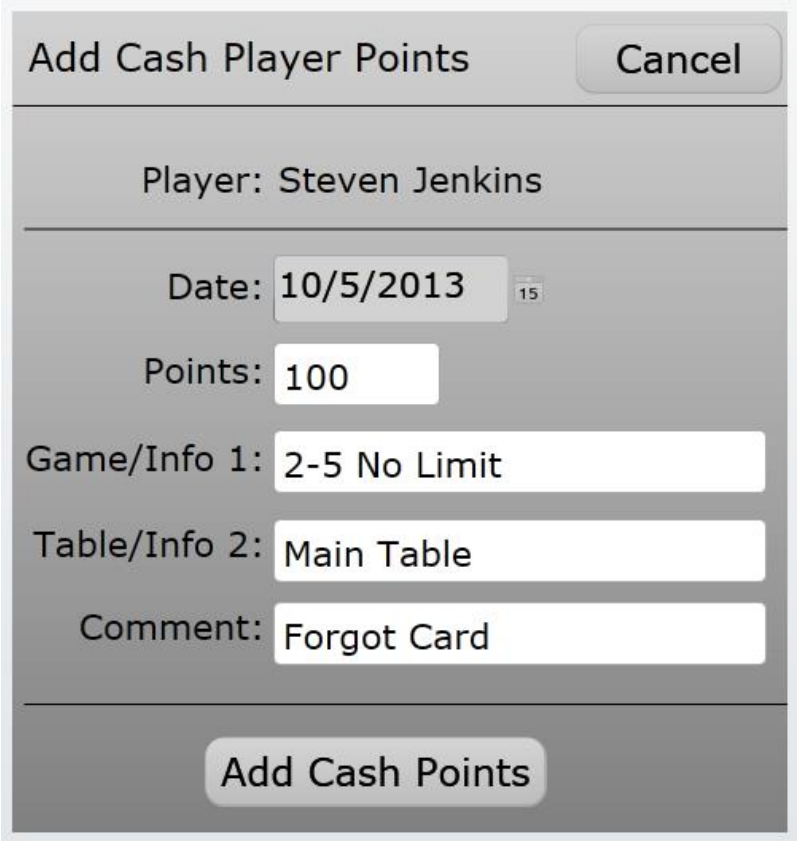
Player Merges uses this number.



Created	Number	Player #	Last Name	First Name	Alias	Available	Tot
7/3/2009	2385	1012101018292385	Carver	Richard	Carver, Richard	0	0
9/16/2011	2454	1012101018282454	EGGLESTON	KEN	EGGLESTON,KEN	0	0
12/10/2012	17706	101212101001	Houston			0	0
5/17/2009	977		Jenkins			5798	599
9/6/2012	8025	1012101016158025	Loper			0	0
7/3/2009	102	1012080613110102	Nichols	Pat	Nichols, Pat	801	801
7/3/2009	2072	1012081010532072	Rossignol	Roger	Rossignol, Roger	790	790
10/10/2012	11333	1012101020011333	Stephens	Barry	Barry S	0	0
10/10/2012	11332	1012101018011332	Thomas	Maurice	Maurice T	0	0
9/29/2012	10282	1013060611010282	Wegesend	Kanoa	Wegesend, Kanoa	0	0
9/28/2012	10275	1012100111010275	welcomer	dale	dale W	360	360

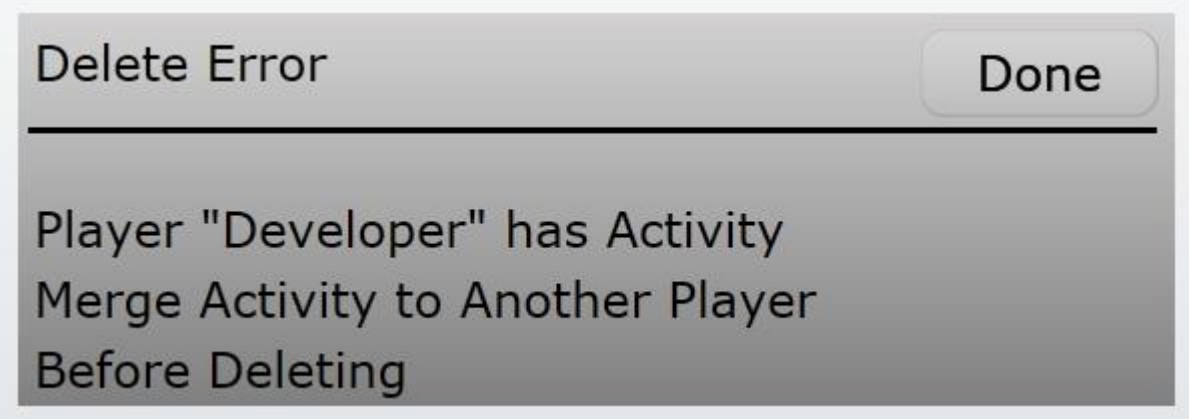
13.5 New Cash – Add manual cash points to players account

Select the player to add cash points. Click the “New Cash” button. Fill in information and click the “Add Cash Points” button. Any information can be entered for Game/Info 1, Table/Info 2 and comments



13.6 Delete Player

Unused players can be deleted. Select the player to be deleted and click the Delete button.
If the player has data the following message will appear.



14 Membership Tiers

Poker Desk supports membership tiers. This can be printed on player's card and can even control the look of the card (or example a gold or silver membership tier could print gold or silver cards). Memberships Tiers are configured in "Setup Maintenance"

Setup Maintenance values for Membership Tiers

Type	Name	Value (Example)	Position	Comments
Membership	Calculation Automated	True		Automate Calculation
Membership	Calculation Automated Ran	06/2013		Last month calculated
Membership	Calculation Method	Rolling / YTD	4	For Rolling Position is number months
Membership	Calculation Valid Months	12		How long is the tier valid
Membership	Tier 1	Silver	0	Starting Tier
Membership	Tier 2	Gold	2000	Tier 2: Position has min required points
Membership	Tier 3	Silver	4000	Tier 3: : Position has min required points
Membership	Tier x	Name	Xxx	Can have as many tiers as necessary

Player Fields:

Type	Name	Value (Example)	Comments
Player	Tier	1-3	Integer specifying player's current tier
Player	Tiier_Changed	12/12/2012	Last Date that the tier was changed
Player	Tier_Last	1	Integer specifying last tier or 99 for tier locked
Player Card Trigger	Tier {x} {x} = tier #	Tier 1	Used for player card definitions to alter the look of the card based on Tier of the player

14.1 Automated Setting of Membership Tiers

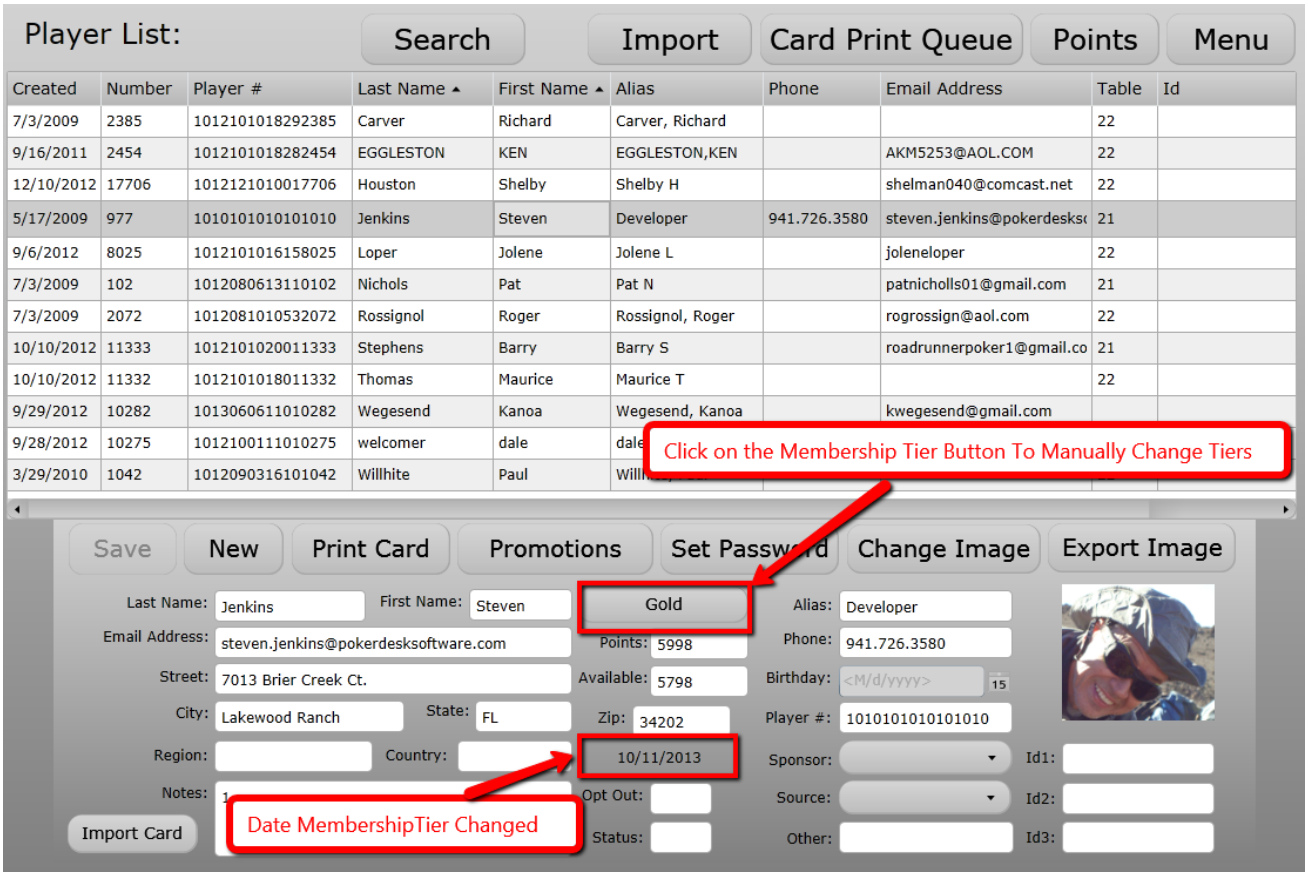
If the Calculation Automated is set to true, on the first day of a new month the program will calculate the tier adjustments for the previous months. This is only executed if “Membership” “Calculation Automated” is “True” and active in Maintenance Setup.

The two calculation methods

- Rolling: {x} number of points in the last {x} months configurable by the Calculation Method, the number of months is defined in the position on setup maintenance
- YTD: the calculation is based on year to date values and the tier values are based on annual requirements
- Calculation Automated Ran: this is used to determine if the program needs to calculate previous months tier qualification
- Calculation Valid Months: after a player has reached a tier how long will he maintain the tier after not qualifying

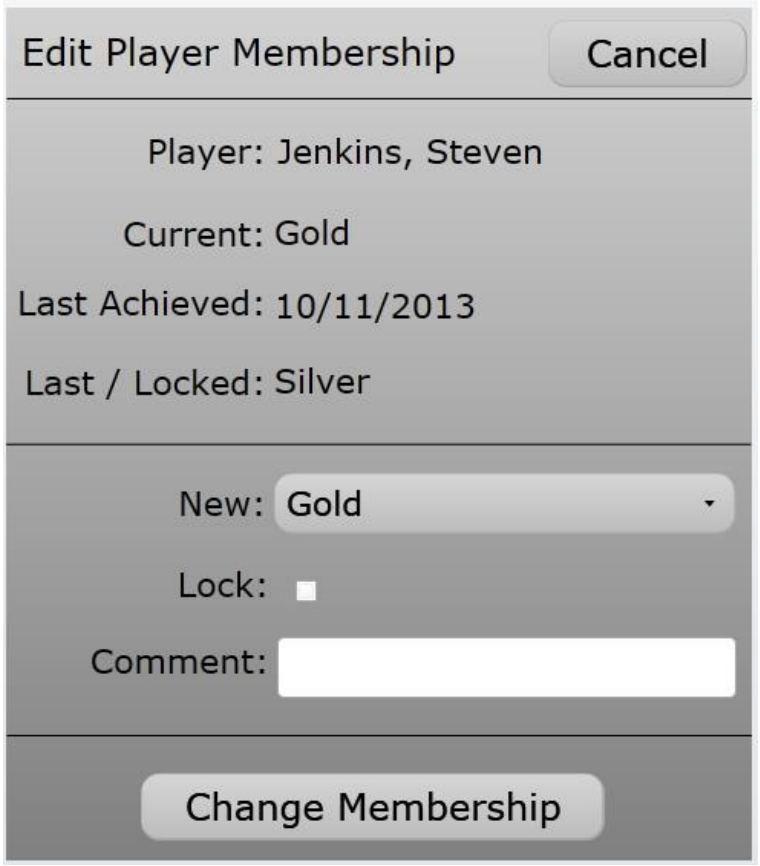
14.2 Manual Setting Membership Tiers

From the Player Maintenance Screen, you can see and set a player’s Membership Tier level. Clicking the Membership Tier button brings up the Edit Membership Tier popup.



Edit Player Membership Buttons:

- Cancel: leave without changing
- Change Membership: save changes to the player



Edit Player Membership Fields:

Type	Name	Value (Example)	Comments
Membership	Player		Player's name
Membership	Current	Silver	Name of current membership tier
Membership	Last Achieved	10/11/2013	Last date player met qualification for this tier or date tier manually changed
Membership	Last / Locked	Silver	The tier before this level Or locked specifying a manual lock on this tier. This will contain "Membership Locked" if membership tier is locked
Membership	New		Dropdown to select new level
Membership	Lock		Checkbox specifying the player's tier is lock and will not be changed by automated tier analysis process, uncheck to unlock
Membership	Comment		Not used, could be used if a activity is created for event

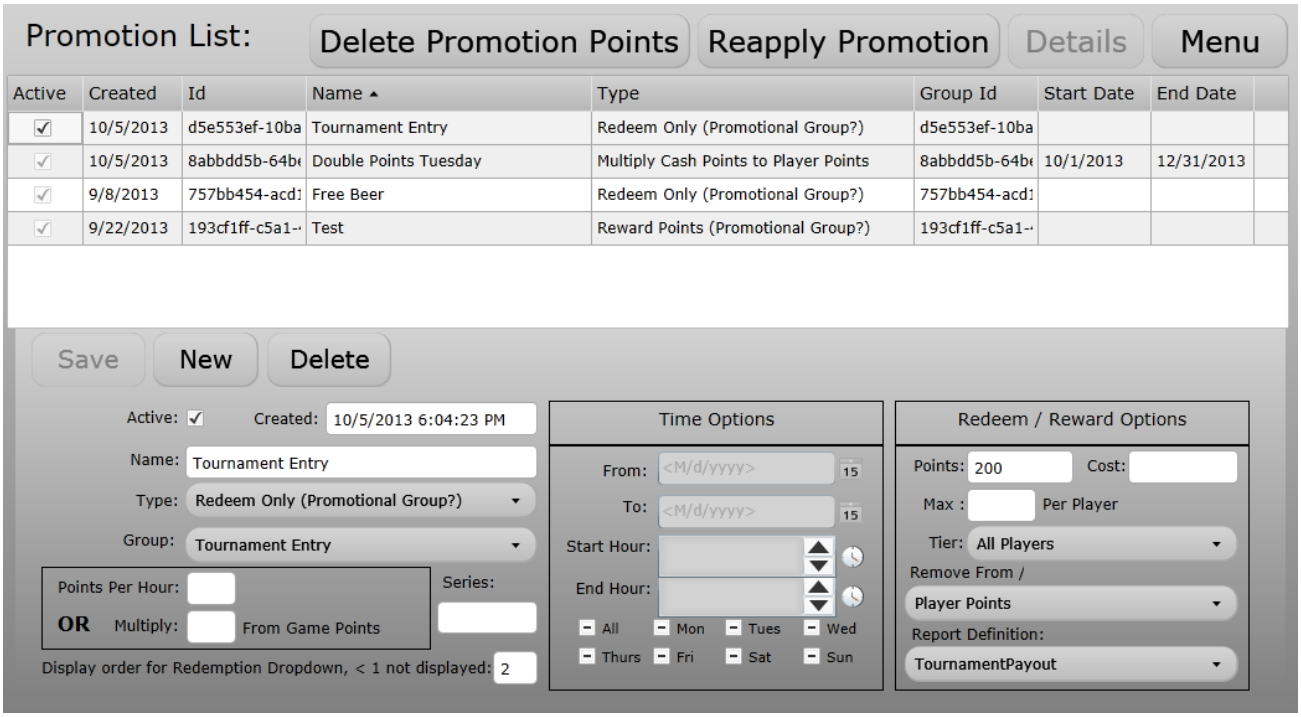
15 Promotions

Poker Desk allows creation of promotion that can increase player points, or track separate points used just for promotions. The point types stored by Poker Desk are:

- **Cash Points** (or Player Points): These are points earned by playing cash games. These are usually redeemed for items like food and drinks.
- **Promotion Points**: These are points that are just used to track time registered against a promotion. For example if a player records 30 hours between the hours of 3PM to 6PM Monday – Thursday then he gets an entry into a drawing; but, they don't get any extra cash(or player) points for playing at those time. To accomplish this Poker Desk will store the time in promotional points. And later when the player reaches the level necessary they can redeem promotion points for an entry or reward.
- **Tournament Participation**: these are attached to a tournament entries and are not altered by Promotions. These are configured in Tournament Setups and can be increased in a specific tournament on the tournament maintenance screen. They can be redeemed as part of player points or kept separately (Setup Maintenance: "Points Redeem" : "Use Tournament" : "True", remember to make "Active" a complete restart of the system might be necessary).

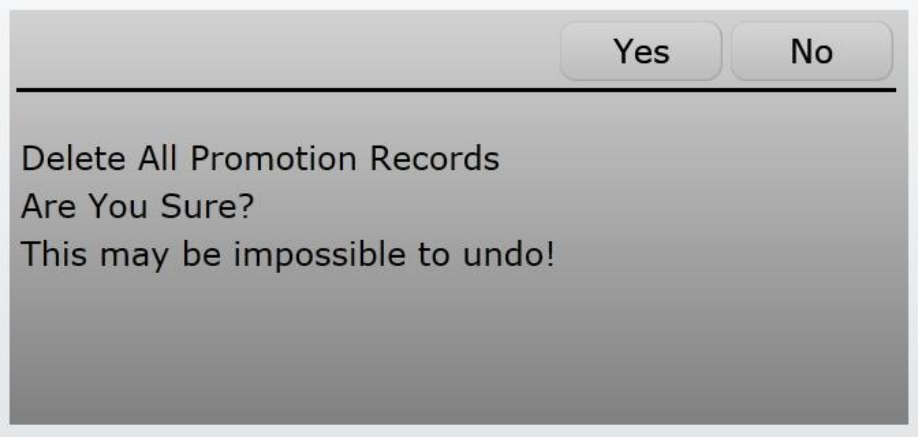
Promotion List Buttons:

- Delete Promotion Points: for the selected promotion removes all promotion bonus points rewarded for that promotion
- Reapply Promotion: for the selected promotion applies the promotion to existing records. This could be good to test the impact of a potential promotion with last month's activity
- Menu: return to Main Menu



15.1.1 Delete Promotion Points

Will delete promotion points, warns before executing.



15.1.2 Reapply Promotions

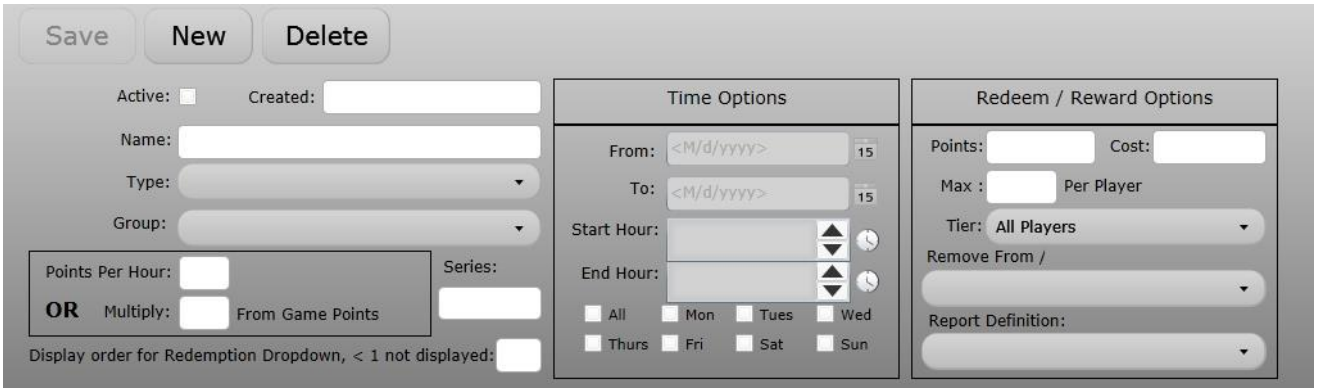
Will reapply promotion, gives warning to be sure understand the process.

15.2 Setup Promotions

Promotions are setup and controlled from the Promotion Maintenance Screen.

Promotion Setup Buttons:

- Save: save changes, should highlight when changing are needing to be changed
- New: create a new promotion
- Delete: delete promotion, should be careful



15.2.1 Promotion Types

Promotion Types:

Type	Comments
Multiply Cash Points to Player Points	Take the cash points calculated by play and multiple by the value in the multiply field of this promotions then save new value to increase cash (or player points) Cash play received 60 points Multiply is equal to (1) 1 * 60 = 60 points added to the players cash/player points
Multiply Cash Points to Promotion Points	Take the cash points calculated by play and multiple by the value in the multiply field of this promotions then save new value to increase promotion points (see point type Cash play received 60 points Multiply is equal to (1) 1 * 60 = 60 points added to the players promotion points
Multiply Cash Points to Both	Does both of the previous
Points per hour to Player Points	Take the time specified by cash play and calculate the points based on the Points per Hour value on the promotion then save new value to increase cash (or player points) Cash play received 30 minutes of cash play Points per hour = 60 60 * .5 = 30 points added to the players cash/player points
Points per hour to Promotion Points	Take the time specified by cash play and calculate the points based on the Points per Hour value on the promotion then save new value to increase promotion points Cash play received 30 minutes of cash play Points per hour = 60 60 * .5 = 30 points added to the promotion points
Points per hour to Both	Does both of the last two operations
Redeem Only (Promotional Group?)	Define a redemption definition for points: Redeem / Reward Options must be completed
Reward Points (Promotional Groups?)	Define a reward to reward a player (for example to reward a player for play single table tournament)

Promotion Fields:

Type	Name	Value (Example)	Comments
Promotion	Active	Checked	If promotion is active
Promotion	Name	Free Beer	Name to Identify promotion
Promotion	Type	Redeem Only	See Promotion Types
Promotion	Group	Free Beer	Sometimes multiple promotion are adding to the same promotional points. When in doubt just select yourself as group
Promotion	Points Per Hour	60	If using points per hour for calculating bonus points
Promotion	Series		If part of series, for analysis only
Promotion	Display Order	1	Only Active and promotions with display order are displayed for redemption
Time Options are used to narrow the period of the cash play that will be eligible for promotion			
Promotion	From	Date	Date the promotion starts
Promotion	To	Date	Date the promotion ends
Promotion	Start Hour	6:00 PM	Time promotion starts (if empty it's all day)
Promotion	End Hour	7:00 PM	Time promotion ends
Promotion	Day of Week	All- check	Day of the week the promotion is eligible
Redeem / Reward values are used to deduct a fixed amount of points when redeeming a promotion or a fixed amount added to player/promotion points if type is reward			
Promotion	Points	200	Amount of points to deduct or add
Promotion	Cost		Used if room wants to calculate cost of promotion (future use)
Promotion	Tier	All Levels	If this promotion is only valid for specific membership levels (for example: 100 points for beer if silver, 50 points for beer if gold, 0 points if platinum)
Promotion	Remove From / Add Reward to	Promotion	Where do you remove or add points for this definition
Promotion	Report Definition	Reward	The Receipt definition to use with redeeming this promotion

15.3 Redeem Promotions

Redeem Points is available from Player Maintenance, Table View, Enter Player, Seated View.

Redeem Promotion Buttons:

- Custom Amount: popup a window to enter custom amount of point deductions
- Redeem / Reward Promotion: redeem or reward the selected promotion to the selected player
- Cancel: cancel and close window

Redeem Promotion Fields:

Type	Name	Value (Example)	Comments
Redeem	Eligible	Checked	If player is eligible for this promotion
Redeem	Promotion Name	Free Beer	Name of promotion
Redeem	Type	Redeem / Reward	Is it a redeem or reward promotion
Redeem	+/-	(+)	Tell if this is going to add (+) or remove (-) points
Redeem	Points	200	Number of points removed or added
Redeem	Available	5000	Available point for this player (total – redeemed)
Redeem	Total	5000	Total points (all could be redeemed)
Redeem	Max Allowed	9,999	Maximum number of times a player can redeem
Redeem	Redeem	3	How many has the person redeemed

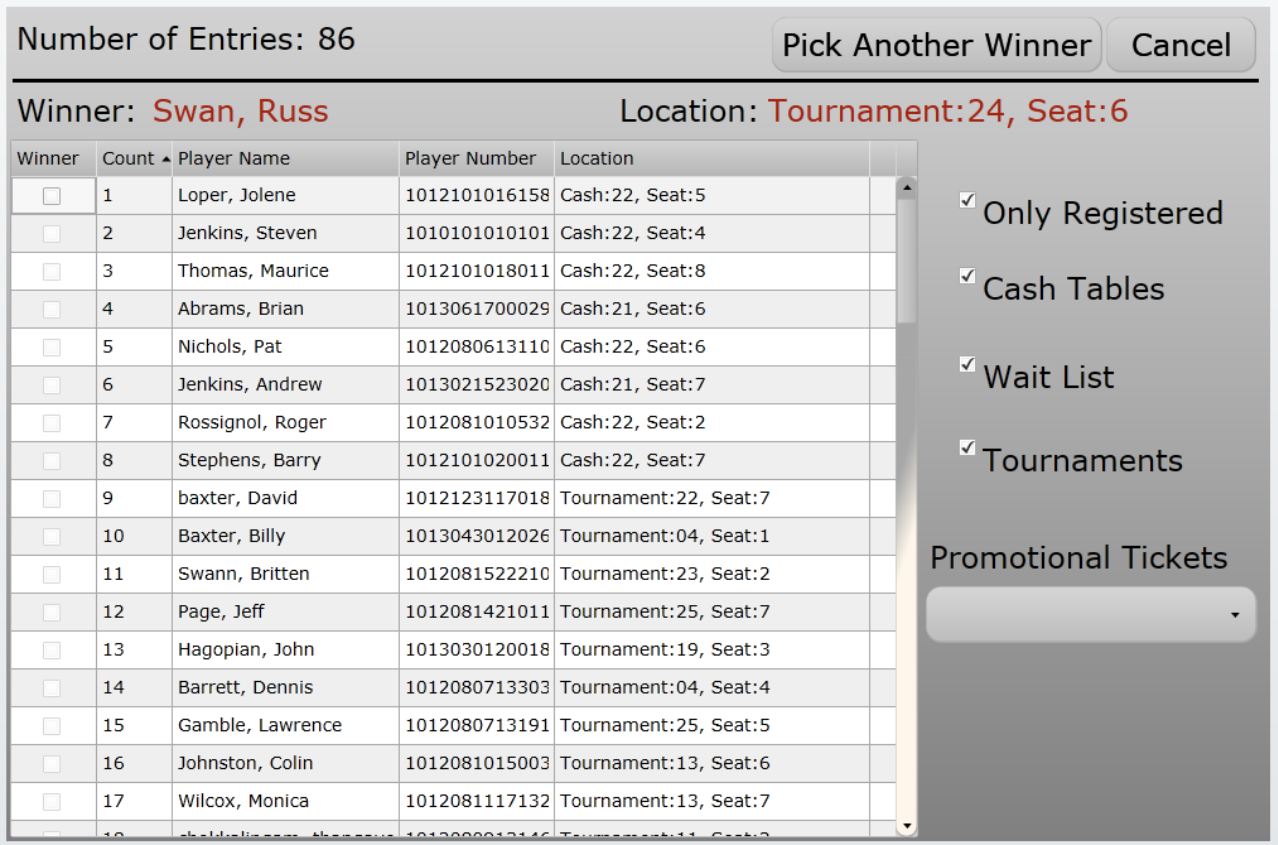
15.3.1 Custom Amount

If you want to deduct a custom amount of points from the player.

15.4 Random Drawing

Poker Desk has the ability to randomly draw for promotions from a specified group of players or tickets. After opening the window select the options and press Random Drawing. Any changes to the selection option returns the button to Random Drawing and clicking the button will do a random drawing. After the drawing returns a winner, if that winner is unavailable or another person need to be selected then press "Pick Another Winner" and the program will mark that player as not available and chose from the remaining another winner. To do a complete redraw change the selection criteria (even clicking a selection on/off will enable a completely new random Drawing. You can have a random drawing just from promotion tickets by selecting the promotion tickets for the drawing. This functionality should be tested before you use it for your promotion.

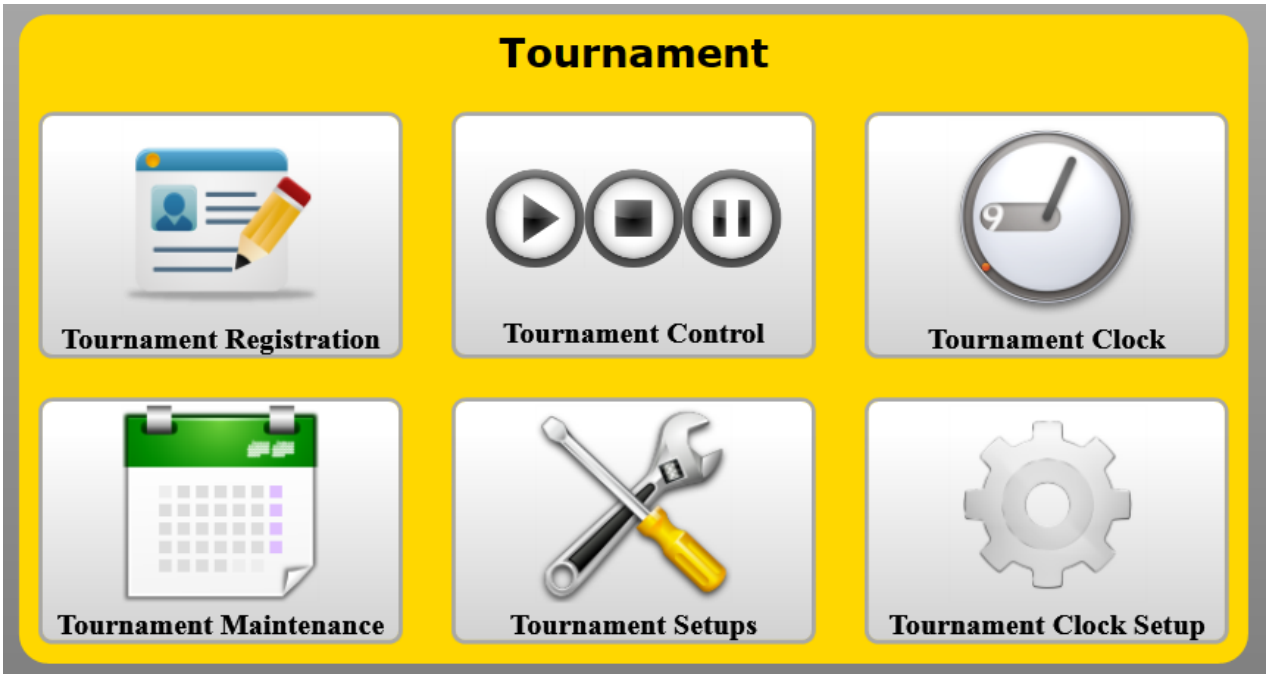
- Only Registered: players playing tournament or cash that have been registered with system (not unregistered)
- Cash Tables: people at cash tables, also is changed by the only registered flag
- Wait List: include people who are on the Wait List, also looks at the only registered flag
- Tournaments: include people currently in tournaments, if you are not doing full player tracking in tournaments, then everyone would be included and re-entries would get two shots at the drawing
- Promotional Tickets: look at the promotional tickets for a winner, this would probably not be used with the other options, but the system will select from both if checked.


Number of Entries: 86
Pick Another Winner
Cancel
Winner: Swan, Russ
Location: Tournament:24, Seat:6
Winner
Count
Player Name
Player Number
Location
1 Loper, Jolene 1012101016158 Cash:22, Seat:5
2 Jenkins, Steven 1010101010101 Cash:22, Seat:4
3 Thomas, Maurice 1012101018011 Cash:22, Seat:8
4 Abrams, Brian 1013061700029 Cash:21, Seat:6
5 Nichols, Pat 1012080613110 Cash:22, Seat:6
6 Jenkins, Andrew 1013021523020 Cash:21, Seat:7
7 Rossignol, Roger 1012081010532 Cash:22, Seat:2
8 Stephens, Barry 1012101020011 Cash:22, Seat:7
9 baxter, David 1012123117018 Tournament:22, Seat:7
10 Baxter, Billy 1013043012026 Tournament:04, Seat:1
11 Swann, Britten 1012081522210 Tournament:23, Seat:2
12 Page, Jeff 1012081421011 Tournament:25, Seat:7
13 Hagopian, John 1013030120018 Tournament:19, Seat:3
14 Barrett, Dennis 1012080713303 Tournament:04, Seat:4
15 Gamble, Lawrence 1012080713191 Tournament:25, Seat:5
16 Johnston, Colin 1012081015003 Tournament:13, Seat:6
17 Wilcox, Monica 1012081117132 Tournament:13, Seat:7
Only Registered
Cash Tables
Wait List
Tournaments
Promotional Tickets

16 Tournament Management

Poker Desk tournament management is designed to maintain a history of tournaments and includes tracking of tournament results, player results and player participation rewards. Because of these features and the approach taken to provide these solutions, there are some differences between Poker Desk other poker clocks and tournament solutions. The major difference is in the fact that a **tournament is not a template**. The tournament **setup is the template** for your tournament. A tournament is an occurrence of a tournament used to store players that played, winners, and cash collected (there is a minor exception for tournament definitions). Read the major components carefully to understand tournament management.

The usual configuration is for the tournament directory to setup the tournament for the next month. Once each day the correctly configured, tournaments will be available to "Open" and take registration, enter results or just run the clock. After configuring a week of tournaments, the Copy command is used to copy the week's tournaments to then next week, then any modification for that week are done. This proceeds until enough future tournaments are created.



The major components in tournament management:

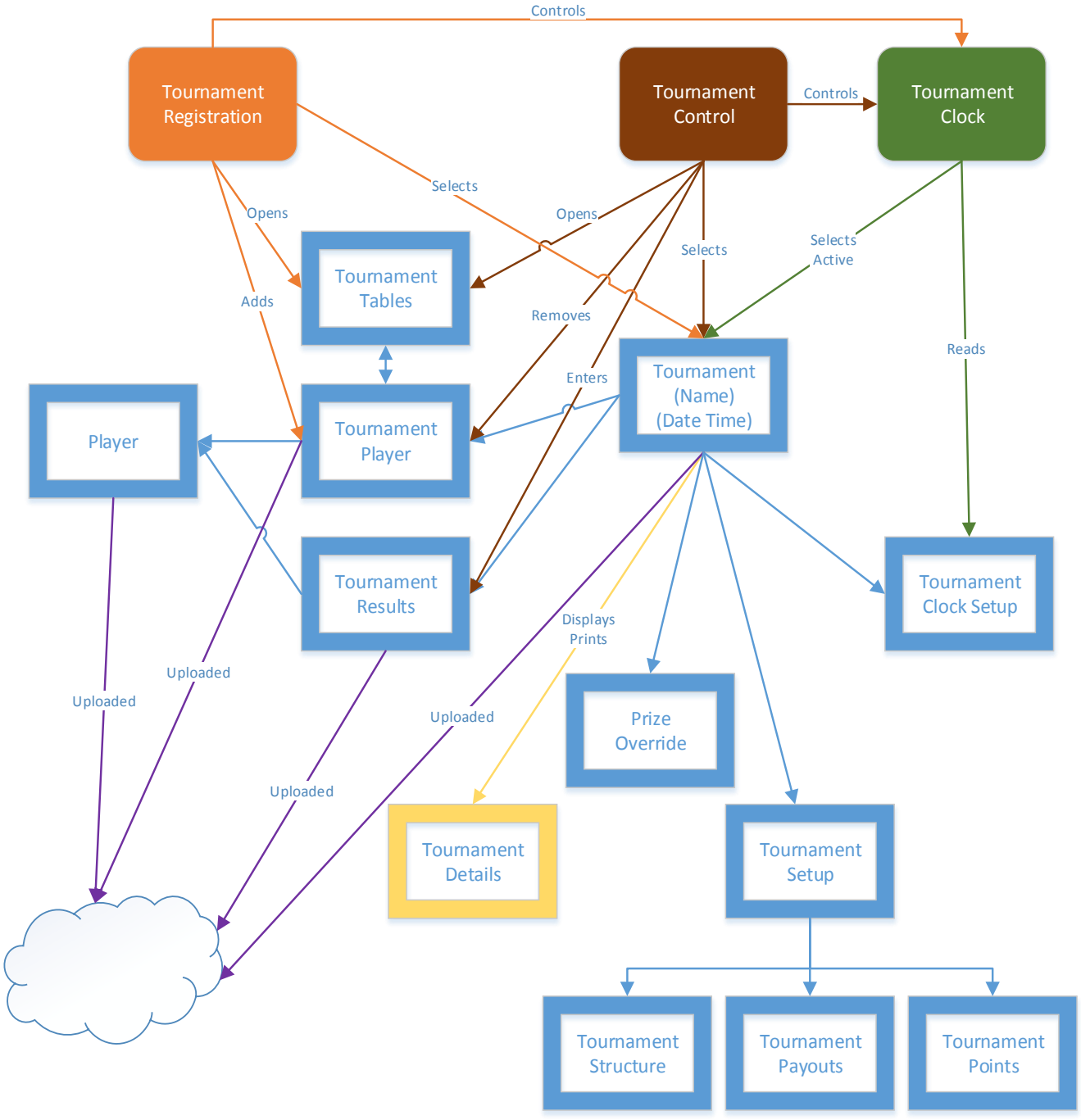
- Tournament Setups – Defines the characteristics of a poker tournament (Template)
  - Basic information used for a tournament (price, chips, add-on, promotional, …)
  - Selects blind structure
  - Selects payout structure
  - Selects point structure
- Tournament Structure – List of blind structures

    - Create a blind structure once that can be used on multiple tournament setups. For example you might use the same blind structure on a $150 tournament and a $250 tournament.
    - Each blind structure is only created once and can be used on many tournament setups
    - Includes basic structure information: level name, length, small blind, big blind, ante, …
- Tournament Payouts – Structure of the payouts
    - Payout percentages defined once and used on multiple tournament setups.
    - Auto adjusts and selects different payouts based on number of players
    - Can be percentages, flat amounts and chopped amounts (like satellites)
    - Can be rounded to an even amount ($5 or $10)
- Tournament Points – Structure of player points for winning a tournament
    - Gives points based on number of players and finishing position of the player.
    - Can be a flat amount or calculation
    - Calculations can include lookups and information from tournament
    - Auto adjust and selects different points based on number of players
    - Tournament points are used to determine monthly/annual player status
- Tournament Clock Setup – Definition of what a tournament clock contains and appearance
    - Define multiple clocks
    - Can duplicate clock definitions
- Tournament – an actual tournament requiring a specific date and time. The tournament is NOT a template for a tournament (unlike most programs). "Tournament Setups" are the templates. A tournament is an instance of a tournament used to track players that played, winners that won, and money connected.
    - Select basic tournament information
        - Name
        - Tournament Setup
        - Clock definition
        - Active
    - Advanced setup for tournament registration
        - Open tables
        - Hold seats
        - Number of players per table
    - This information is moved to web site for displaying future/current tournament and tournament results
    - Tournaments are in two groups, Normal and On Demand and there are four types of tournaments.
        - **Normal** – A tournament that could occur weekly will be copied by copying tournament days and is upload to the website for tournament schedule and tournament results
        - **Definition** – This is a predefined definition used for "On Demand" tournaments. It is only used to select single and private tournaments see following. This is to allow personnel to safely create tournaments on demand without fully understanding all the features of tournament management. There is a special view for defining definitions.
        - **Single** – This is an instance of a single (or more) table tournament. It must first be defined by a "Tournament Definition" (see previous). It is not uploaded to the web site but used mostly to record single table tournament winners. Tournament winners of single tables are recorded differently than multi-table winners and you can give rewards separately for single table participation. When copying tournaments these will not copy and these will not be uploaded to the web site. There is nothing that says a single table tournament must be one (1) table.
        - **Private** – This must also be first defined by a "Tournament Definition", used when you want a single or multi-table private tournament. This only differs from the single table by the fact that if tournament winners are entered, their points are added to multi-table points.
        - **Copy** – This is a private tournament that is grouped with the normal tournaments, it is copied when you copy tournaments from week to week. The only difference between this

and a normal tournament is that the tournament is not uploaded to the web site for displaying future tournaments.

- Tournament Clock – an actual tournament clock
    - Running instance of Clock Setup
    - Displays all the active tournaments assigned to clock definition
    - Scrolls through multiple screens if multiple tournaments assigned and active
    - "Start" clock with control blind movement (will move to next blind)
    - "Display Only" clock will display clock information but without control (used for instances where another computer is used to display clock)
- Tournament Tables – Copy of the poker room table used for a specific tournament
    - Only required if using Poker Desk for tournament registration
    - Can be created in advance for pre-sales that include seat assignment
    - Automatically created when a tournament is open (destroyed when closed)
- Tournament Registration – Registering a player for a tournament
    - Optional only used if doing player registration
    - Designed to be used by non-tournament and tournament personnel
    - Registered with player card or without
    - Open tables / select and remove hold seats
    - Print seating cards
    - Pause / resume tournaments
- Tournament Control – Control a tournament
    - Designed to be used by tournament management personnel
    - Removing player
    - Pausing / resuming tournaments
    - Adding number of entries (if used without registration)
    - Adding rebuys/add-ons
    - Open tables / select or remove hold seats (if used with registration)
    - Select clock to use and background color
    - Open / close tournament
- Tournament Players – list of tournament players
    - Only when using tournament registration
    - Reprint seats, move players, bust players, re-assign seat
    - Information is uploaded to web site for tournament participation points
- Tournament Detail – detail information about money collected
- Tournament Results – List of tournament winners
    - Information is uploaded to web site
    - Includes calculated player points
    - Not required

Poker Desk Tournament Management Components



16.1 Tournament Features

- Professional Tournament Setup
  - Select from list of points setup
  - Select from list of structures
  - Select from list of payouts

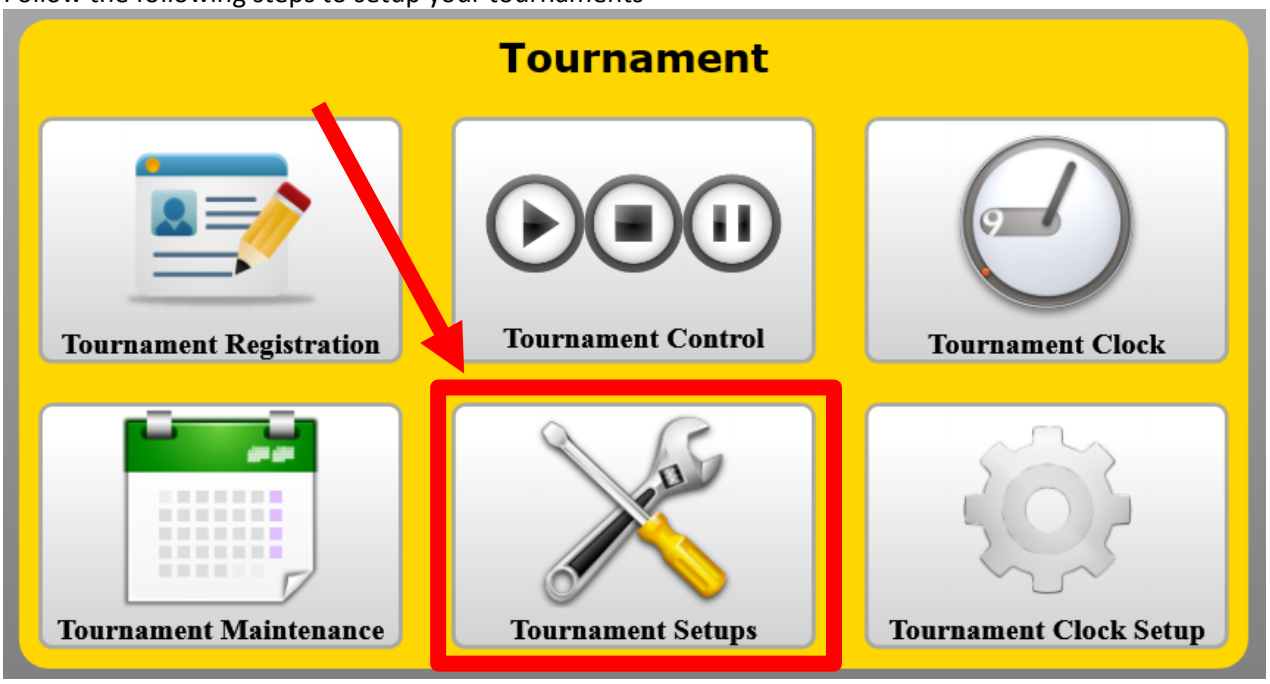
- Unique multi-tournament support
    - Select colors for tournaments
    - Unique color enhanced multiple tournament control interface
    - Run multiple tournament on single monitor
- Supports Tournaments with multiple currencies and conversions
- Tournament Detail Report for cashier
- Export Tournament Details for analysis
- Can use tournament Registration or manual entry of Tournament Players
- Auto Seat Selection or manual player count entry
- Manual add-ons and rebuys
- Bust players, tracks players positional results
- Tournament Clock
    - Unique Color design for running multiple tournaments on same monitor
    - Toggles to allow unlimited tournaments on single monitor
      (there is a practical limit, but functionally unlimited tournaments on single monitor are supported)
    - Split screen clocks displays two tournament at same time
    - Clock can be displayed on any network connected computer (display on locations in different rooms)
    - User configurable
    - Customize with logo
    - If tournament not started will countdown to tournament start
    - Default Clock with very clean design
    - Tournament eligible for promotions can be noted (unique feature)
    - Displays time until next break
    - Displays Length of next break (unique feature)
    - Displays Prize pool with automatic paging
    - Automatically combines places with same prize amount to shorten prize list
      (i.e. 12^{th} – 15^{th} $620.00)
    - Automatic Start or Manual Start (can automatically start at defined start time)
    - All standard tournament information
        - Current level
        - Next level
        - Next break
        - Average chips
        - Total players
        - Remaining players
        - Average chip count
        - Total chip count
    - Level plus(+) / minus (-) plus exact control of remaining time for a level
    - Optionally display average remaining prize pool (chop amount)
- Control multiple tournament from tournament control window or individual clocks
- Allows or stops multiple entries, unlimited or limited or no re-entries all supported
- Rake Calculation:
    - Fixed Amount
    - Percentage
    - Per Player
- Optional Tips, removed from the prize pool
- Optional Rebuys and Add-Ons
    - Chip amount for tournament calculations
    - Purchase Amount
    - Optional Rake Fixed

    - Optional Rake Percentage
- Promotional Discounts
- Player Points for tournament participation
- Bounties
- Guarantees
- Min. Players for Guarantee
- Configurable Structures
    - Import / Export Structures
- Tier based point system for tournament winners
    - Calculates based on tournament entries
    - Import / Export for maintenance and support
- Tier based payouts
    - Calculates based on tournament entries
    - Round to nearest $ 5, 10, …
    - Auto calculate chopped tournaments
    - Chopped tournament extra added as last place or split between winners
    - Import / Export for maintenance and support
    - Manual payouts supported
    - Copy from calculated to seed manual payouts
    - Printing payout receipts to give winners for collecting money at cashier
- Tournaments uploaded to web site
    - Enter tournaments just once and have them updated everywhere
    - Exposes schedule without re-entry
    - Uploads winners for tournament results online
    - Inserts / deletes synced to web site
    - Custom fields available to display tournament information on web site
- Tournament Registration
    - Register Player and Enter into tournament with one screen (optionally prints player card)
    - Auto Seat Players
    - Auto deduct player points for entry into tournaments and prints voucher
    - Receipt's give starting chip information and table information
    - Prints only requested tournament cards
        - Receipt for player
        - Dealer copy
        - Cashier copy
    - Can have custom receipt based on specific tournament
    - Add-ons can be paid at cashier
        - Receipt specifies if add-on purchased and gives total starting chip count
    - Seat card denotes re-entry, and re-entries recognized and stored by system
    - Force next seat from specific table
    - Suspend selling a table
    - Specify exact seat for next sell
    - Tables randomly selected from list of tables with similar attributes
    - When reseating re-entry excludes previous table(s)
- Table Selection Attributes in order of evaluation
    - Player Seated at this table before
    - Forced to seat this table next
    - Table selection is frozen (skip this table)
    - Most available seats
    - Oldest busted seat
    - Random from all tables with identical attributes

    - Select random seat or user defined order of seats
- Manual or automatic resale of busted player seats
- Prints unsold seats for dead stack pickup
- Configurable seats per table
- Table seats are sold in random order or user defined order
- Quick Display of open tables and available seats
- Optional user definable payment methods
- User definable source:
    - If not selected then login user
    - If not using employee login's then computer is identified
- Free Roll for player entry counted towards chip count but no money for prize pool
- Reseat players, auto and manual, auto removes current table from selection list
- Delete tournament players, removes player but maintains entry in database for fraud prevention
- Export Tournament Players for analysis
- Specify Tournament part of Event Series to track results separately from regular tournaments
- Break Tables and produce seat list or individual seat cards
- Redraw tournament and produce seat list or individual seat cards
- Multi-Flight tournament support.

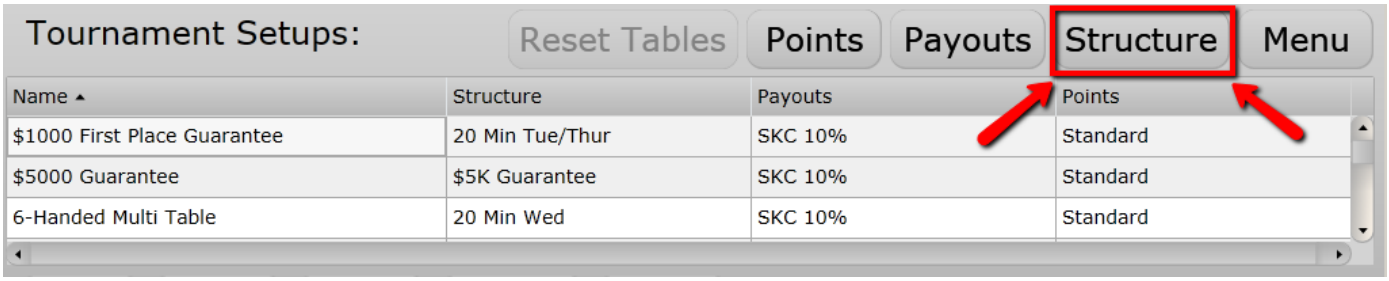
17 Tournament Setup

Follow the following steps to setup your tournaments



17.1 Setup Tournament Structure

From Tournament Setup you can configure tournament structures.



Poker Desk Structure maintenance Screen has two sections of buttons. The top section works with the structure as a whole, the second level works on individual levels.

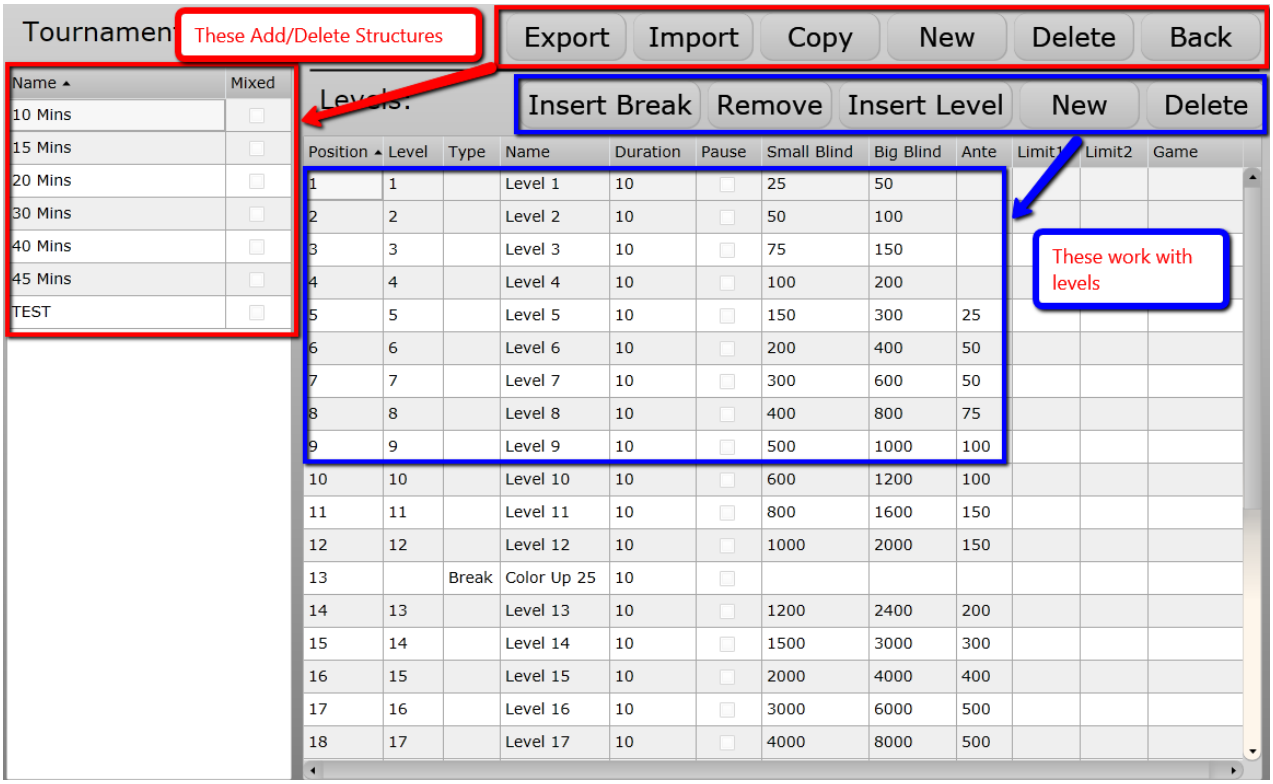
Levels must have sequential Positions, it is usually easier to copy a structure close to the new structure then modify to get the structure required. A good technique is to delete all the breaks (using the remove button), setup the levels then required then use the "Insert Break" to add the breaks where needed

Top Structure Buttons:

- Export: export to file you can use this for backup in case of a database disaster.
- Import: import previously exported file.
- Copy: copy a structure, recommended for creating new structures and before modifying an existing structure in case you want to restart with modifications.
- New: new blank structure
- Delete: delete structure
- Back: return to the "Tournament Setup" maintenance.

Secondary Level Buttons:

- Insert Break: insert a break BEFORE the current row, recommended over "New"
- Remove: this is the **RECOMMEND WAY** to delete a row. This button will try and re-adjust the position and the level number to keep in sync. Use this to delete **BOTH** levels and breaks
- Insert Level: will attempt to insert a new level and adjust all of the following levels, recommend over using the new button
- New: create a new level entry, "Insert Break" and "Insert Level" are recommended instead of this button
- Delete: delete the current level entry, "Remove" is recommended instead of delete because it tries to keep the positions and levels correct.

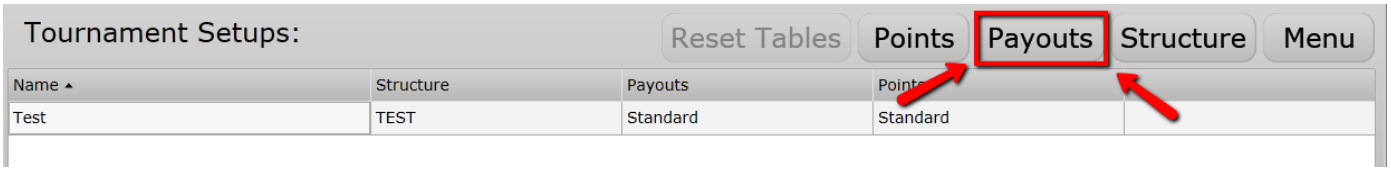


Structure Fields:

Type	Name	Value (Example)	Comments
Structure	Name	10 Mins	Name to Identify structure
Structure	Mixed	N/A	Not used for future possible uses
Levels	Position	1..2..3	This is the order which the structure is evaluated MUST be continuous. (don't skip or duplicate numbers)
Levels	Level	1..2..3	Level for the line or blank if break
Levels	Type	Break / {Blank}	Only valid values are {Blank} or "Break"
Levels	Name	Level 1	Any text for a the level
Levels	Duration	20	Length of the level or break
Levels	Pause	Checked	If checked the clock will pause at the end of this level. Will move to the beginning of the next level then pause
Levels	Small Blind	200	Small blind amount
Levels	Big Blind	400	Big blind amount
Levels	Ante	25	Ante amount if any
Levels	Limit1	100	Limit1 for limit games (must use limit clock to see limit values)
Levels	Limit2	200	Limit2 for limit games (must use limit clock to see limit values)
Levels	Game	Limit Holdem	For multi-game tournaments, game for this level

17.2 Setup Tournament Payouts

Setup payouts and let Poker Desk calculate tournament payouts. Select Payouts from the Tournament Setup Screen.



Poker Desk Payout maintenance Screen has three sections of buttons. The top section works with the Payouts as a whole, the second level adds additional Groups and the third level adds entries to a group.

Top Payout Buttons:

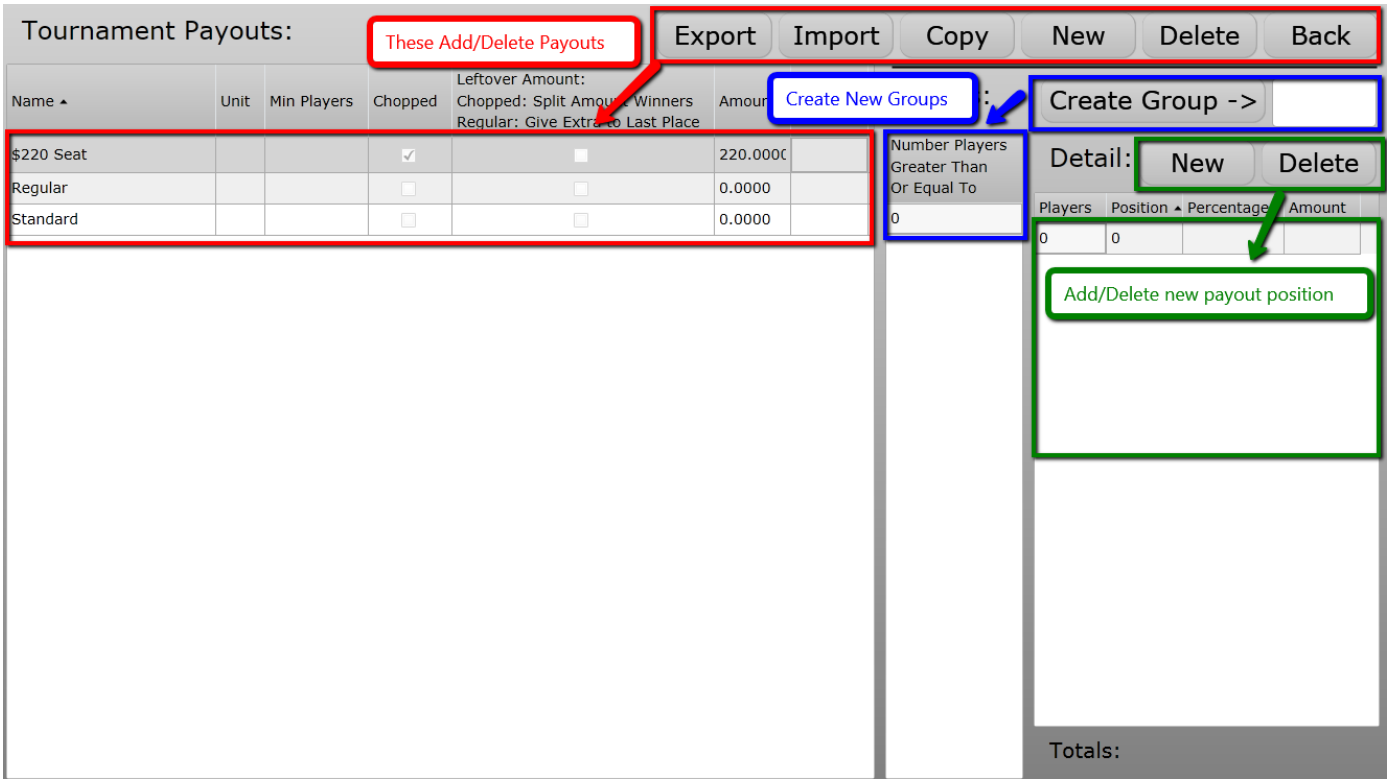
- Export: export to file you can use this for backup in case of a database disaster.
- Import: import previously exported file.
- Copy: copy a payout, recommended for creating new payouts and before modifying an existing payouts in case you want to restart with modifications.
- New: new blank payout
- Delete: delete payout
- Back: return to the "Tournament Setup" maintenance.

Group Create Button:

- Create Group: payouts are based on number of players, use this to create new group. Insert number of players then click Create Group to enter values for that group.

Detail Buttons:

- New: Add new position value for group
- Delete: Delete position for group

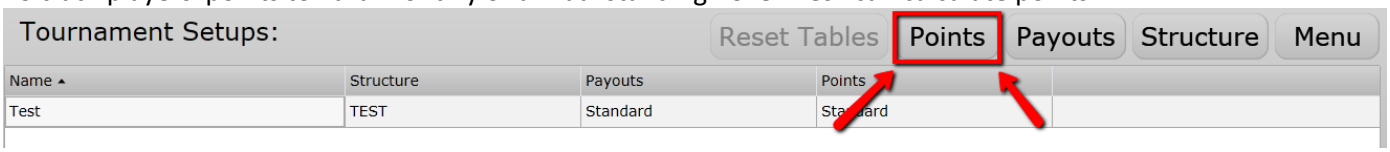


Payout Fields:

Type	Name	Value (Example)	Comments
Payout	Name	Regular	Name to Identify Payout and name to displayed on chopped payouts
Payout	Unit	N/A	Not used for future possible uses
Payout	Min Players		Not used
Payout	Chopped	Checked	If satellite, or chopped tournament
Payout	Leftover amount	Checked	If checked and chopped tournament extra is dispersed among all entries, if not check extra is giving to last place
Payout	Amount	220	Value of chopped or seats, used to determine number of places paid
Payout	Number		Not Used
Group	Players	0	Group of payouts based on number of players in tournament
Detail	Players	0	Not editable, use Create Group to create new values
Detail	Position	1…2…3	Position or place
Detail	Percentage	60	Calculate value based on percentage, if there is a percentage and Amount, the larger of the two is given this position
Detail	Amount	350	Use this amount for position, either used on single tables or as a guarantee.

17.3 Setup Tournament Points

To track players' points toward monthly or annual standing Poker Desk can calculate points



Poker Desk Point maintenance Screen has three sections of buttons. The top section works with the Point as a whole, the second level adds additional Groups and the third level adds entries to a group.

Top Points Buttons:

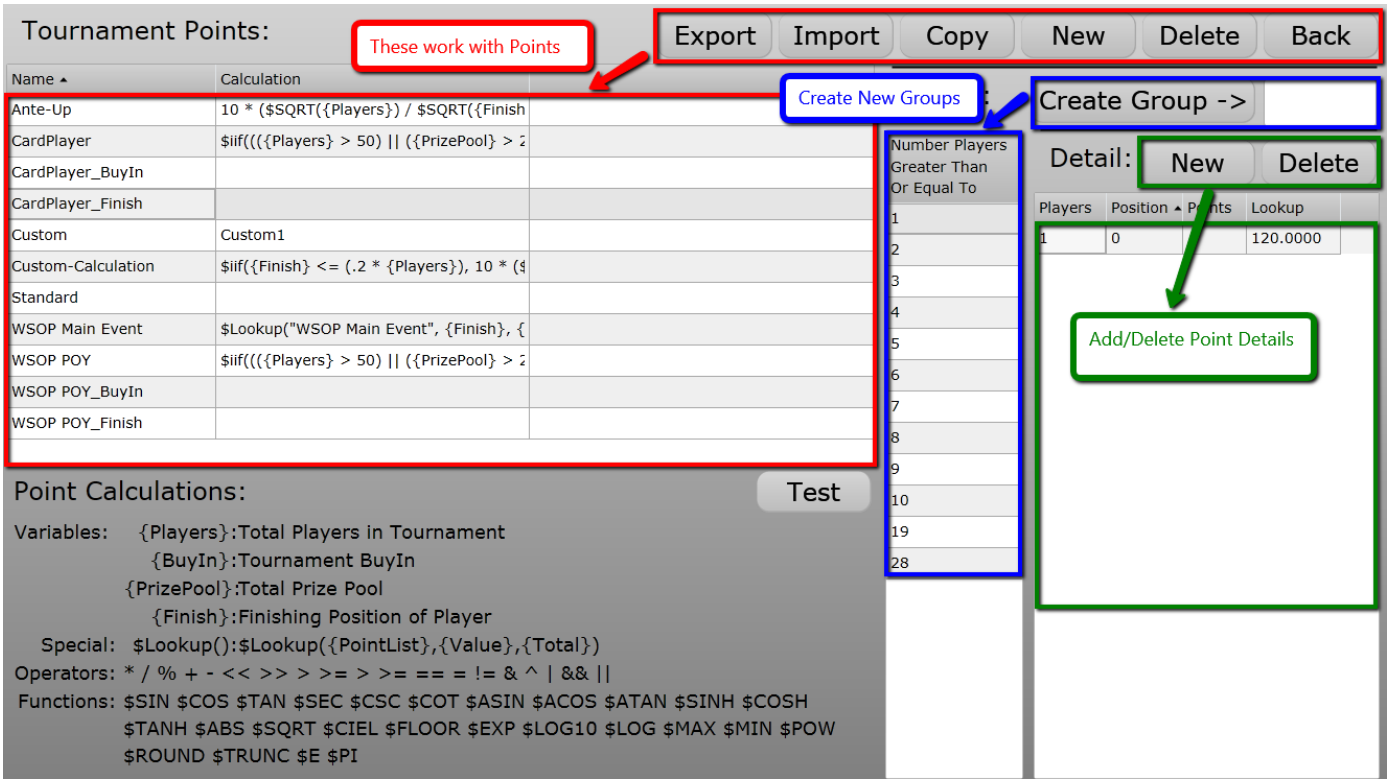
- Export: export to file you can use this for backup in case of a database disaster.
- Import: import previously exported file.
- Copy: copy point definition, recommended for creating new points and before modifying an existing point definition in case you want to restart with modifications.
- New: new blank payout
- Delete: delete payout
- Back: return to the "Tournament Setup" maintenance.

Group Create Button:

- Create Group: points are based on number of players or calculations, use this to create new group. Insert number of players then click Create Group to enter values for that group.

Detail Buttons:

- New: Add new position value for group
- Delete: Delete position for group



Point Fields:

Type	Name	Value (Example)	Comments
Point	Name	Regular	Name to Identify Point
Point	Calculation	10 * ($SQRT({Players}) / $SQRT({Finish})) * (1+$LOG10({BuyIn} + .025))	If not blank uses to calculate points
Group	Players	0	Group of points based on number of players in tournament
Detail	Players	0	Not editable, use Create Group to create new values
Detail	Position	1…2…3	Position or place
Detail	Points	60	Number of points
Detail	Lookup		If a $Lookup resolves to a negative number it converts to looking up a percentage with using negative number as percentages

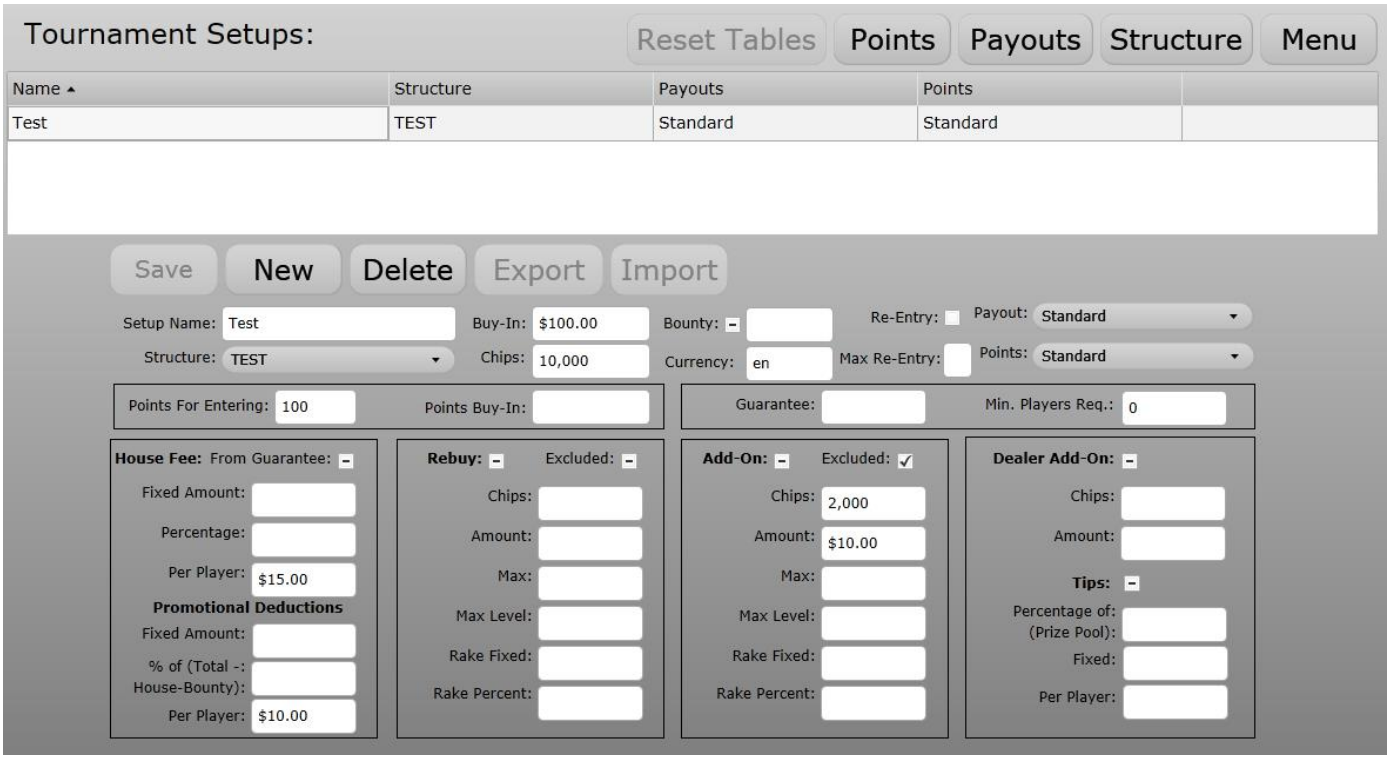
Example Calculation:

$iif((({Players} > 50) || ({PrizePool} > 250000)) && (({Finish} < 10) || (({Finish} <= 27) && ({Players} > 2500))), $Lookup("CardPlayer_Finish", {Finish}, {Players}) * $Lookup("CardPlayer_BuyIn", {BuyIn}, 0) * $Lookup("CardPlayer", {Players}, 0), 0)

17.4 Create Tournament Setup

For each unique combination of buy in, rebuy, add-on, promotional you need to create a Tournament Setup. Tournament Setups are the templates for your tournaments. They are not stored to files, but saved in the Poker Desk Database.

After changing information click the “Save” button to commit your information to the database. Poker Desk will automatically save information changed, but it is best to click the save button. Sometimes it is necessary to select a different field before the “Save” button is enabled.



Setup Fields:

Type	Name	Value (Example)	Comments
Setup	Name	100 Dollar Turbo	Name to Identify Setup
Setup	Buy-In	100.00	Total Buy-In amount, including House Fees but not Add-On's or Rebuys
Setup	Currency	en	Currency to use for setup, see "Some useful List of Values" section for some currency
Setup	Bounty Check	Checked	Check if the Setup includes bounties
Setup	Chips	8,000	Starting chips
Setup	Bounty Amount	$20.00	Amount of the bounty, you must also check the box next to Bounty.
Setup	Re-Entry	Checked	If tournament allow Re-Entry, it will not allow re-entry if this is check. Must also be using real player for this to work.
Setup	Max Entry	1	Number times re-entry allowed (only functions if using registered players)
Setup	Lookup		If a $Lookup resolves to a negative number it converts to looking up a percentage with using negative number as percentages
Setup	Structure	Select from list	Select from previously created structures (required)
Setup	Payout	Select from list	Select from previous created payouts
Setup	Points	Select from list	Select from previous created points
House Fees:			
Setup	From Guarantee	Checked	If checked guarantee is less house fees
Setup	Fixed Amount	$100.00	A fixed amount for the whole tournament, not per

Type	Name	Value (Example)	Comments
			player
Setup	Percentage	2.00	House free is a percentage of Buy-In
Setup	Per Player	15.00	House fee is fixed amount per player
Promotional Values:			
Setup	Fixed Amount	1.00	Just a single amount not per player
Setup	%	1	Percentage of (Total – House – Bounties)
Setup	Per Player	1.00	Per player deduction for promotions
Rebuy Values:			
Setup	Checkbox	Checked	Must be checked for rebuy to be used
Setup	Excluded	Checked	Check if rebuy is excluded from the prize pool
Setup	Chips	2,000	Rebuy chips
Setup	Amount	$10.00	Price of rebuy
Setup	Max	1	Max rebuys (not currently implemented)
Setup	Max Level	3	Max level rebuys allowed (not currently implemented)
Setup	Rake Fixed	$2.00	Fixed amount of house fees
Setup	Rake Percentage	5.00	House Fees are a percentage of amount
Add-on Values:			
Setup	Checkbox	Checked	Must be checked for add-on to be used
Setup	Excluded	Checked	Check if add-on is excluded from the prize pool
Setup	Chips	2,000	Add-on chips
Setup	Amount	$10.00	Price of add-on
Setup	Max	1	Max add-ons (not currently implemented)
Setup	Max Level	3	Max level add-on allowed (not currently implemented)
Setup	Rake Fixed	$2.00	Fixed amount of house fees
Setup	Rake Percentage	5.00	House Fees are a percentage of amount
Dealer Add-On Values:			
Setup	Checkbox	Checked	Must be checked for dealer add to be used
Setup	Chips	2,000	Rebuy chips
Setup	Amount	$10.00	Price of rebuy
Tips Values:			
Setup	Percentage	3.00	Percentage of prize pool
Setup	Fixed	1	Fixed amount
Setup	Per Player	1.00	Per player deduction for tips
Points:			
Setup	Points for Entering	100	Participation Points, for playing tournament, different than cash points
Setup	Points Buy-in	600	If using points to enter this tournament
Setup	Per Player	1.00	Per player deduction for tips
Guarantee:			
Setup	Guarantee	10,000	Guarantee for tournament

Type	Name	Value (Example)	Comments
Setup	Min Players Required	100	If minimum number of player required before guarantee

18 Creating Tournaments

After you have configured "Tournament Setups" you can create an instance of a tournament with tournament maintenance. A Tournament is used to run a tournament, has a start date and time, and is used to store winners

Poker Desk Tournament maintenance Screen defaults to showing the current week and only displays one week at a time.

Tournament Maintenance Buttons:

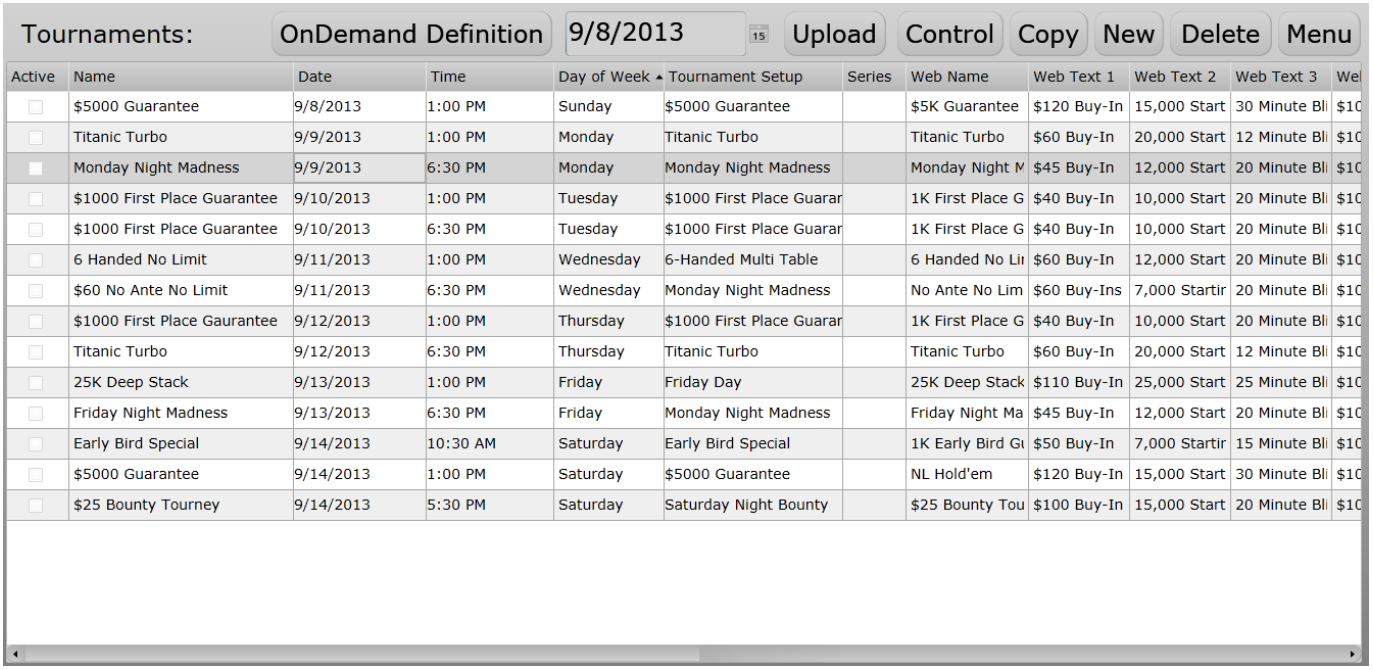
- On Demand Definitions: goes to screen where you create On Demand tournaments (single table/private) definitions (see on demand tournaments)
- Date Select: select the starting date for list of 7 days of tournaments
- Upload: upload tournament changes to Poker Desk web server (optional fee required)
- Control: display information about the tournament and display tournament control applet
- Copy: copy a range of tournaments
- New: create a new tournament
- Delete: delete a tournament
- Menu: return to the Main Menu.

Tournaments are in two groups, Normal and On Demand and there are four types of tournaments.

- **Normal** – A tournament that could occur weekly will be copied by copying tournament days and is upload to the website for tournament schedule and tournament results

- **Definition** – This is a predefined definition used for "On Demand" tournaments. It is only used to select single and private tournaments see following. This is to allow personnel to safely create tournaments on demand without fully understanding all the features of tournament management. There is a special view for defining definitions.
- **Single** – This is an instance of a single (or more) table tournament. It must first be defined by a "Tournament Definition" (see previous). It is not uploaded to the web site but used mostly to record single table tournament winners. Tournament winners of single tables are recorded differently than multi-table winners and you can give rewards separately for single table participation. When copying tournaments these will not copy and these will not be uploaded to the web site. There is nothing that says a single table tournament must be one (1) table.
- **Private** – This must also be first defined by a "Tournament Definition", used when you want a single or multi-table private tournament. This only differs from the single table by the fact that if tournament winners are entered, their points are added to multi-table points.
- **Copy** – This is a private tournament that is grouped with the normal tournaments, it is copied when you copy tournaments from week to week. The only difference between this and a normal tournament is that the tournament is not uploaded to the web site for displaying future tournaments.

Tournament Maintenance will only display tournaments of types Normal and Copy. Go to On Demand to create Definitions. **IMPORTANT: Set the tournament type to Copy before you step off record to be sure it is not uploaded to the web site!**



Active	Name	Date	Time	Day of Week	Tournament Setup	Series	Web Name	Web Text 1	Web Text 2	Web Text 3	Wel
	$5000 Guarantee	9/8/2013	1:00 PM	Sunday	$5000 Guarantee		$5K Guarantee	$120 Buy-In	15,000 Start	30 Minute Bli	$10
	Titanic Turbo	9/9/2013	1:00 PM	Monday	Titanic Turbo		Titanic Turbo	$60 Buy-In	20,000 Start	12 Minute Bli	$10
	Monday Night Madness	9/9/2013	6:30 PM	Monday	Monday Night Madness		Monday Night M	$45 Buy-In	12,000 Start	20 Minute Bli	$10
	$1000 First Place Guarantee	9/10/2013	1:00 PM	Tuesday	$1000 First Place Guarar		1K First Place G	$40 Buy-In	10,000 Start	20 Minute Bli	$10
	$1000 First Place Guarantee	9/10/2013	6:30 PM	Tuesday	$1000 First Place Guarar		1K First Place G	$40 Buy-In	10,000 Start	20 Minute Bli	$10
	6 Handed No Limit	9/11/2013	1:00 PM	Wednesday	6-Handed Multi Table		6 Handed No Lir	$60 Buy-In	12,000 Start	20 Minute Bli	$10
	$60 No Ante No Limit	9/11/2013	6:30 PM	Wednesday	Monday Night Madness		No Ante No Lim	$60 Buy-Ins	7,000 Startir	20 Minute Bli	$10
	$1000 First Place Gaurantee	9/12/2013	1:00 PM	Thursday	$1000 First Place Guarar		1K First Place G	$40 Buy-In	10,000 Start	20 Minute Bli	$10
	Titanic Turbo	9/12/2013	6:30 PM	Thursday	Titanic Turbo		Titanic Turbo	$60 Buy-In	20,000 Start	12 Minute Bli	$10
	25K Deep Stack	9/13/2013	1:00 PM	Friday	Friday Day		25K Deep Stack	$110 Buy-In	25,000 Start	25 Minute Bli	$10
	Friday Night Madness	9/13/2013	6:30 PM	Friday	Monday Night Madness		Friday Night Ma	$45 Buy-In	12,000 Start	20 Minute Bli	$10
	Early Bird Special	9/14/2013	10:30 AM	Saturday	Early Bird Special		1K Early Bird Gi	$50 Buy-In	7,000 Startir	15 Minute Bli	$10
	$5000 Guarantee	9/14/2013	1:00 PM	Saturday	$5000 Guarantee		NL Hold'em	$120 Buy-In	15,000 Start	30 Minute Bli	$10
	$25 Bounty Tourney	9/14/2013	5:30 PM	Saturday	Saturday Night Bounty		$25 Bounty Tou	$100 Buy-In	15,000 Start	20 Minute Bli	$10

Tournament Fields:

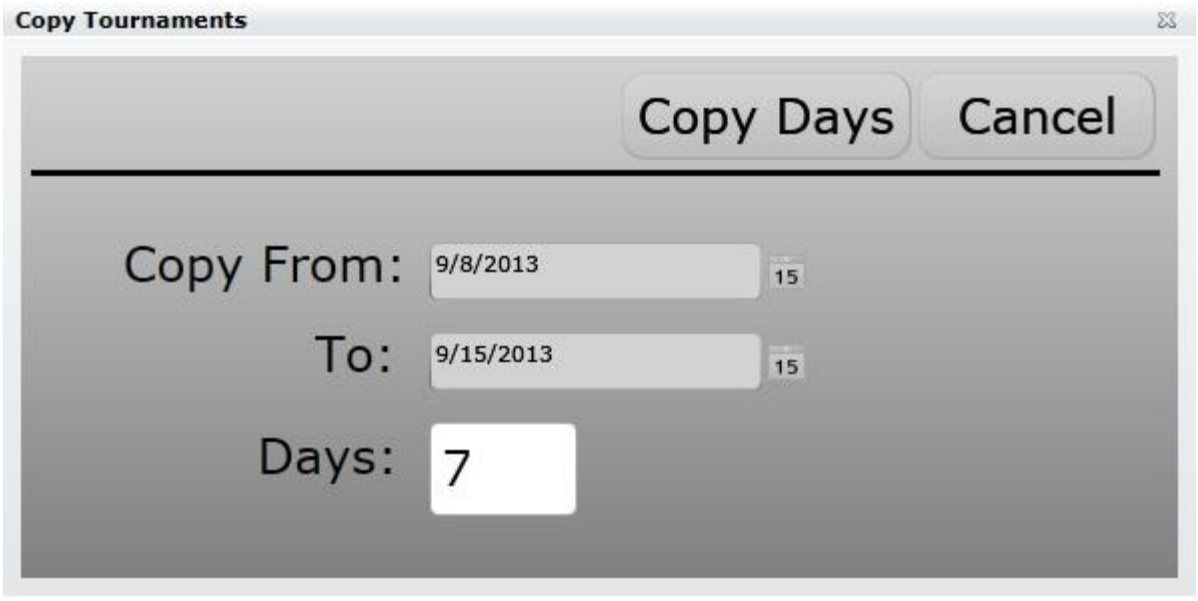
Type	Name	Value (Example)	Comments
Tournament	Active	Checked	If active it is displayed in Tournament Registration and Tournament Control
Tournament	Name	Big Daily	Name to Identify Tournament, is displayed on the clock
Tournament	Date	6/24/2013	Date this tournament runs
Tournament	Time	1:00 PM	Time tournament starts, is reset every time the date is changed
Tournament	Date of Week	Calculated	Calculated based on Date

Type	Name	Value (Example)	Comments
Tournament	Tournament Setup	Pick from list	Select from list of created Setups
Tournament	Type	Select from List	Specify type of tournament, either Normal or Copy (only normal are uploaded to website) **IMPORTANT: Set the tournament type to Copy before you step off record to be sure it is not uploaded to the web site!**
Tournament	Series	Text	Field to specify is tournament part of a series
Tournament	Web Name	Any Text	Uploaded to web site for display
Tournament	Web Text 1	Any Text	Uploaded to web site for display
Tournament	Web Text 2	Any Text	Uploaded to web site for display
Tournament	Web Text 3	Any Text	Uploaded to web site for display
Tournament	Web Text 4	Any Text	Uploaded to web site for display
Tournament	Web Text 5	Any Text	Uploaded to web site for display
Tournament	Web Text 6	Any Text	Uploaded to web site for display
Tournament	Web Num 1	Any Number	Uploaded to web site for display
Tournament	Web Num 2	Any Number	Uploaded to web site for display
Tournament	Points Multiplier	2	This is to specify extra points toward player status
Tournament	Dealer Receipt	Text	For overriding dealer receipt
Tournament	Customer Receipt	Text	For overriding customer receipt
Tournament	Cashier Receipt		For overriding cashier receipt
Tournament	Voucher Receipt		For overriding voucher

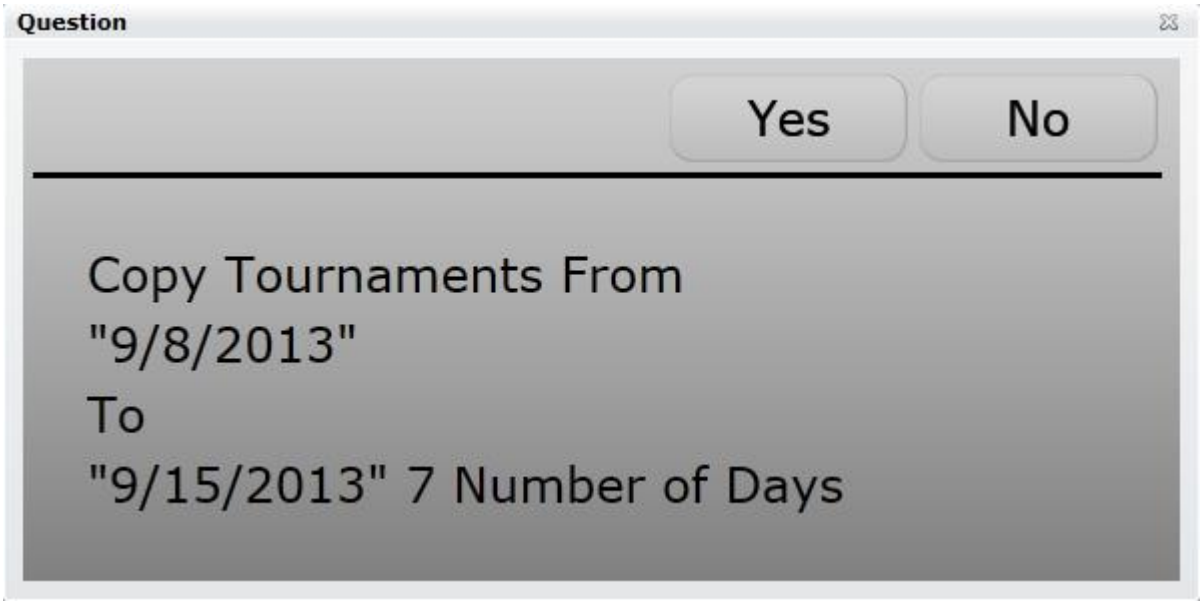
18.1 Setup a full week of tournaments

Usually poker rooms will run similar tournaments each week. The tournament director should setup a full week of tournaments. After you have setup a week of tournaments you copy the week setup to another week and only make changes to the difference between the two weeks. Remember **TOURNAMENTS ARE NOT TEMPLATES**, the "Tournament Setups" are the templates. Tournaments are instances of tournaments that are running, closed, or happen in the future, and tournaments store the history of who played, how many players played and who are the winners and therefore a tournament has a specific date and time.

It is best practice to copy from a Sunday to a Sunday and copy 7 days.



After specifying from date and two days and number of day click the “Copy Days” Button.



18.2 Web Field usage with supplied JavaScript

How the data in “Web Name”, “Web Text 1” to “Web Text 6” fields are used is an agreement between the tournament director (he who puts data in the fields) and the web developer (he that writes the code to display the same data on website). If you use the JavaScript files provided by Poker Desk there are default uses of the fields.

Supplied JavaScript use of Web Fields:

Type	Name	Value (Example)	Comments
Tournament	Name	Friday Night Madness	Name is used on the calendar view if Web Text 6 is blank
Tournament	Date	6/24/2013	Date and time tournament will run

Type	Name	Value (Example)	Comments
Tournament	Time	1:00 PM	
Tournament	Web Name	Friday Night Madness	If not blank displayed with today's tournaments and with popup detail in bolder text for name
Tournament	Web Text 1	$75 Buy-In	If not blank displayed with today's tournaments and with popup detail. Typically these will include Buy-In, Chips, Level length and Add-on information.
Tournament	Web Text 2	10,000 Starting Chips	
Tournament	Web Text 3	20 Minute Blinds	
Tournament	Web Text 4	$5 Dealer Add-on, 5,000 Chips	
Tournament	Web Text 5		
Tournament	Web Text 6	$75 Buy-In 10,000 Starting Chips, 20 Minute Blinds	If not blank displayed on month calendar. This should be a summary of all the information properly size to fit on the month calendar. Size should depend on the number of tournaments on that day
Tournament	Web Num 1		Not used
Tournament	Web Num 2	1 thru 7	Color for tournament in monthly calendar view

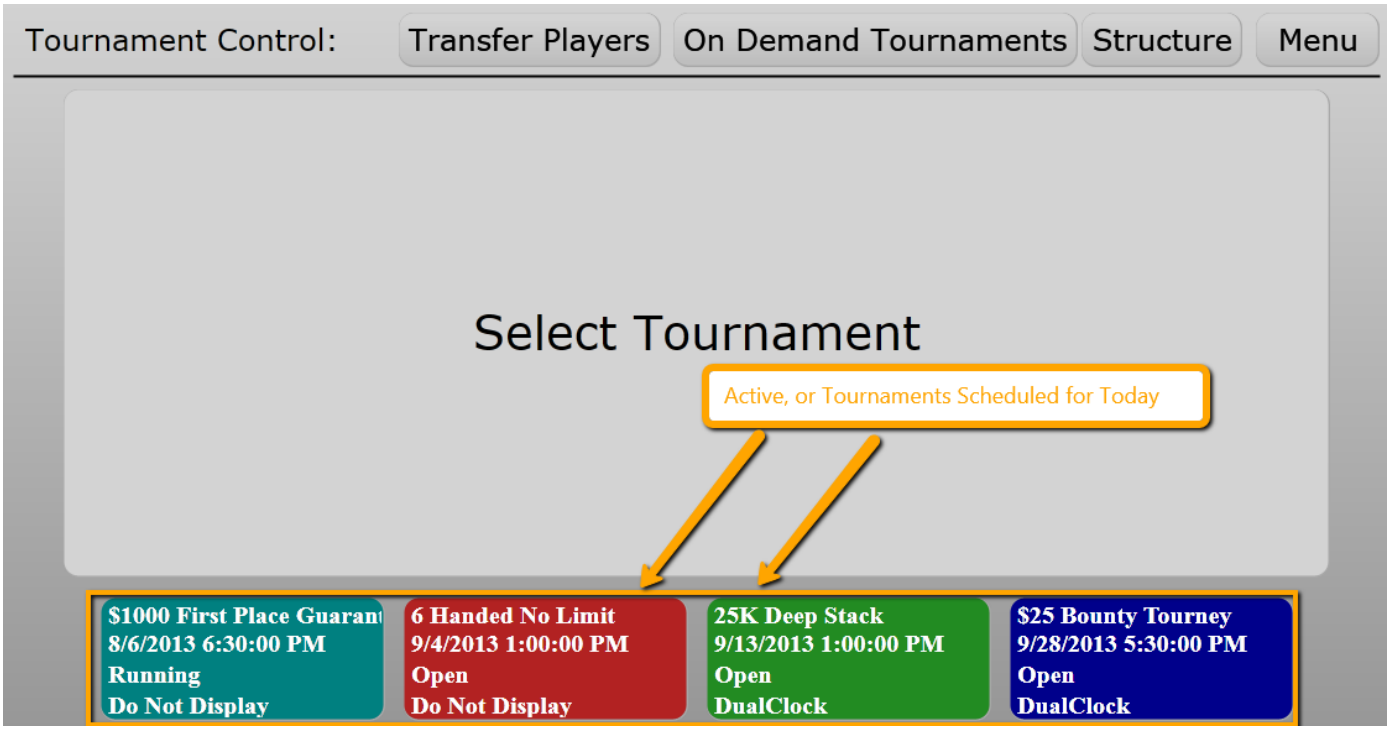
19 Tournament Control View

Tournament Control is used to open and manage tournaments.

After opening tournament control you are presented with any tournaments scheduled for today or tournament that is Active (all running tournaments are active). Active can be set for future tournaments or for On Demand tournaments.

Tournament Control Buttons:

- Transfer Players: used to support multi-flight tournaments by transferring players from previous flights to next tournament, see Multi-Flight Tournament support for usage
- On Demand Tournaments: goes to screen where you create an instance of an On Demand tournament (single table/private) this is different than On Demand Definitions which are used to setup On Demand tournaments
- New: create a new tournament
- Structure: display / print the tournament structure
- Menu: return to the Main Menu.



After selecting a tournament, the tournament information is displayed. In this view you can control all the features of a tournament. You can change the selected "Tournament Setup", change the start date and time, name, manage prizes, and look at the tournament details.

19.1 Open Button

The open button will change to active and set the status of a tournament to open. This is the first step in managing a tournament. It also creates a set of tournament tables just for this tournament. If you are using Poker Desk for registration you can open tables from these tables assigned to this tournament.

19.2 Close Button

After a tournament is finished, you close the tournament with the close button. If you close a tournament it will remove all the players from tables and delete the tournament tables. Should not close a tournament until it is complete.

19.3 Reload Button

Issues command to “Clock View” to redraw clock. This is like the refresh but forces a complete redraw of the clock

19.4 Save Button

Activates when information is changed that is not automatically saved. The program will try and save information without pressing “Save” but you should press “Save” if activated. Sometimes it requires selecting a different field before “Save” button get activated

19.5 Details Button

Displays details for the tournament including break down of entries, money taken, prize pool and break down. You can export or print the information. See Controlling Tournaments: Tournament Details for more information.

19.6 Results Button

If you are tracking tournament winners, this is used add the winners. Can also print tournament results for displaying at poker room. See Controlling Tournaments: Adding Tournament Results for more information.

19.7 Manual Prizes Button

Manage the players in the tournament see Controlling Tournaments: Manual Prizes for more information.

19.8 Players Button

Manage the players in the tournament see Controlling Tournaments: Tournament Players for more information.

19.9 Tables Button

Manage tournament tables see Controlling Tournaments: Tournament Tables for more information

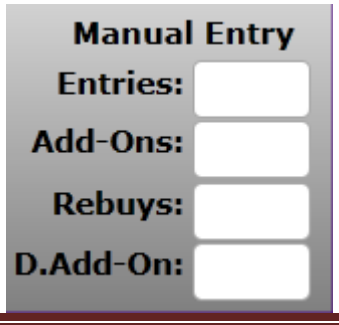
19.10 Tournament Information

Type	Name	Value (Example)	Comments
Tournament	Name	Text	Name of tournament, displayed on tournament clock
Tournament	Start Date	6/24/2013	Date this tournament runs
Tournament	Time	1:00 PM	Time tournament starts, is reset every time the date is changed
Tournament	Date of Week	Calculated	Calculated based on Date
Tournament	Type	Select from list	Usually Normal, see tournament type for details
Tournament	Tournament Setup	Pick from list	Select from list of created Setups
Tournament	Clock	Select from list	Clock to use to display tournament
Tournament	Color	Select from list	Select background color for tournament
Seat Information if using Poker Desk for tournament registration			
Tournament	Total Seats	Display only	Total players in tournament (Players + Manual)
Tournament	Available Seats	Display only	Number of Seats available,
Tournament	Standby	Display only	Number of players without seats
Tournament	Seats per table	5-11	Number of players per table, should be set before start
Tournament	Auto Start	True/{False}	If true the tournament will auto start
Tournament	Hold Seats	Select buttons	Select/Release seats to be held
Manual Player Count entry			

Type	Name	Value (Example)	Comments
Tournament	Entries	110	If not using Poker Desk for registration, enter the number of player entries, total players is sum of players entered and manual entries
Tournament	Add-On's	100	Number of Add-Ons bought
Tournament	Rebuys	10	Number of Rebuys
Tournament	D. Add-on	100	Number of Dealer Add-Ons
Tournament	Remaining	5	Number of Remaining = {entries} - {players busted} - {manual eliminated}
Tournament	Eliminated	47	Manual entry of eliminated players
Running Tournament Values			
Tournament	Level End	1:47 PM	For a running tournament this displays when the current level will end
Tournament	Time Left	00:22	When tournament is paused, number of Minutes / Seconds left in this level. When pause the remaining minutes remaining.
Tournament	Position	1	Current Position in the tournament structure
Tournament	Level	Level 1	Current Level Name from tournament structure
Tournament	Blinds	25/50	Current Blinds from tournament structure
Tournament	Limits	100/200	Current limits from tournament structure
Tournament	Game	Blank	Current Game
Tournament	Display Chop Amt	Checked	Display average remaining prize pool on poker clock
Tournament	Refresh Button	Click	Refreshes the tournament information on clock
Tournament	Player+ Button	Click	Will increase the number in Eliminated + (1)
Tournament	Player- Button	Click	Will decrease the number of players Eliminated – (1)
Tournament	Start Pause Resume	Click	Tournament Clock Control, switches between Start / Pause / Resume and controls the clock
Tournament	Level -	Click	Move to previous level and Pause
Tournament	Level +	Click	Move to next level and Pause

19.11 Entering Manual Player Counts

Poker Desk doesn't require registration of players. If you are not using Poker Desk tournament registration then you enter the number of players, add-ons, rebuys and dealer add-on in the Manual Entry section.



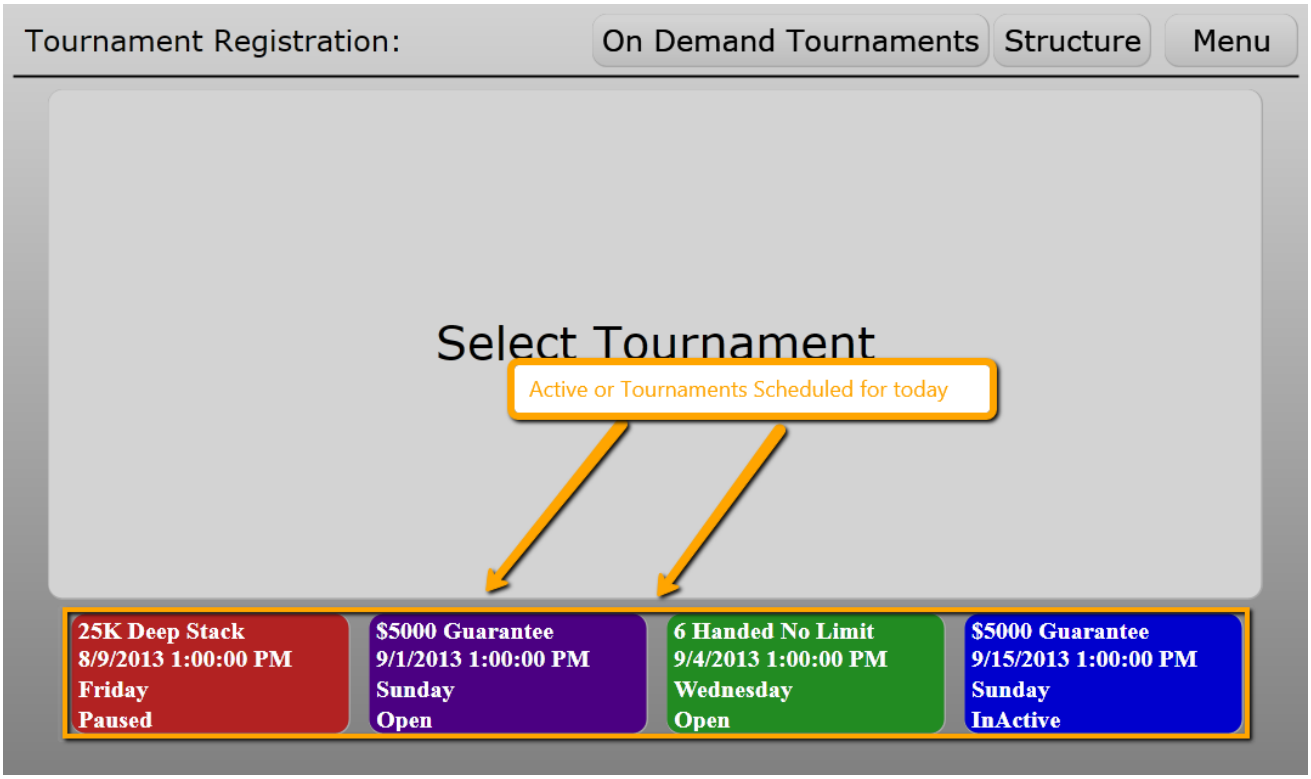
20 Tournament Registration

Tournament Control is used to open and manage tournaments.

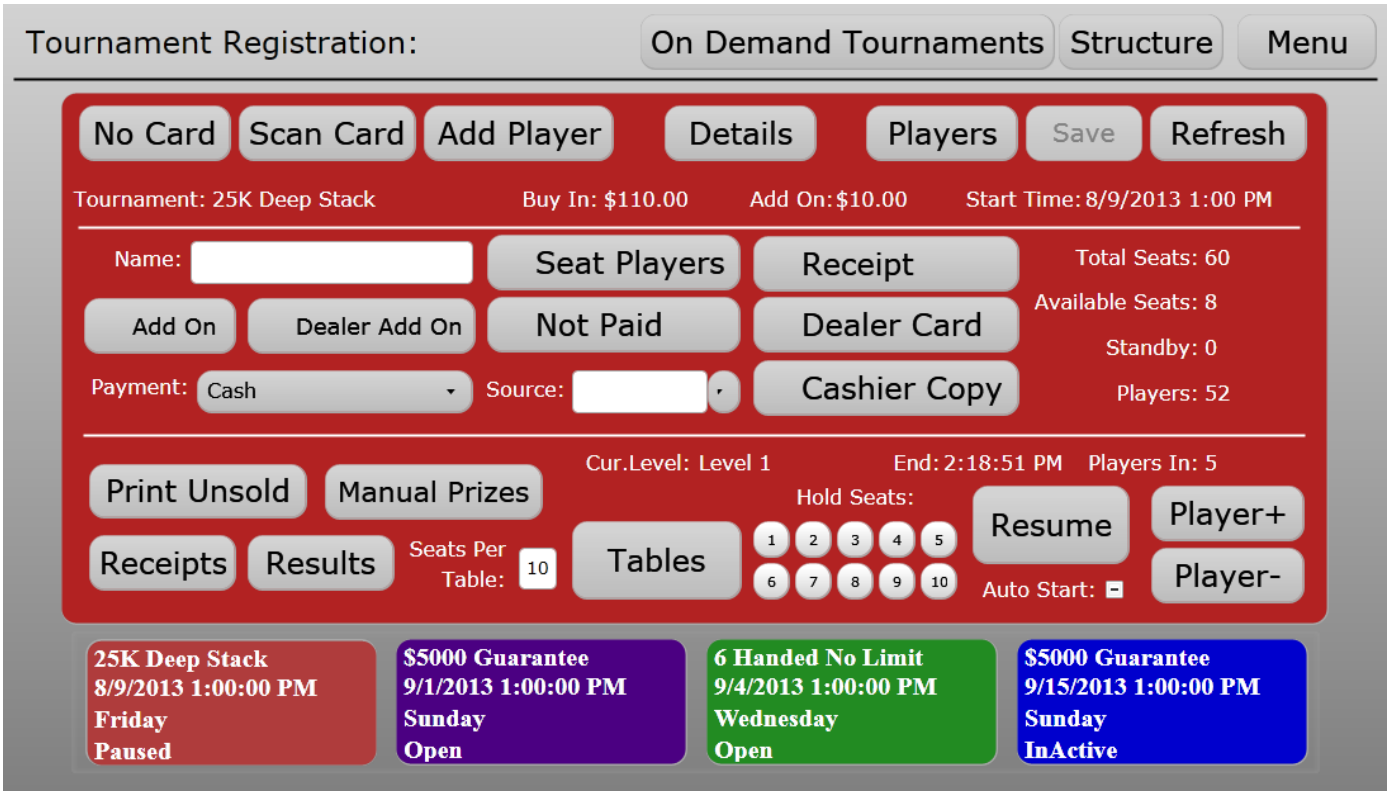
After opening tournament registration you are presented with any tournaments scheduled for today or tournament that is Active (all running tournaments are active). Active can be set for future tournaments or for On Demand tournaments.

Tournament Registration Buttons:

- On Demand Tournaments: goes to screen where you create an instance of an On Demand tournament (single table/private) this is different than On Demand Definitions which are used to setup On Demand tournaments.
- Structure: display / print the tournament structure
- Menu: return to the Main Menu.



After selecting a tournament, the tournament information is displayed.



20.1 Before Registering a Player

Before any player registration be sure you have the correct values for:

- Select Add On's (Dealer and Add On)
- Select if you want to seat players
- Select receipts wanting to print
- Select payment method
- Select or type in source if applicable

These values can be corrected and changed and receipts reprinted from the Tournament Players View.

20.2 No Card Button

This button will enter a player into the tournament without being a register player. Poker Desk allows the entry of player with or without a player card. You can also set "No Card" as the default action on enter. This is setup in Setup Maintenance (Type: Tournament, Name: No Card Auto Enter, Value: True).

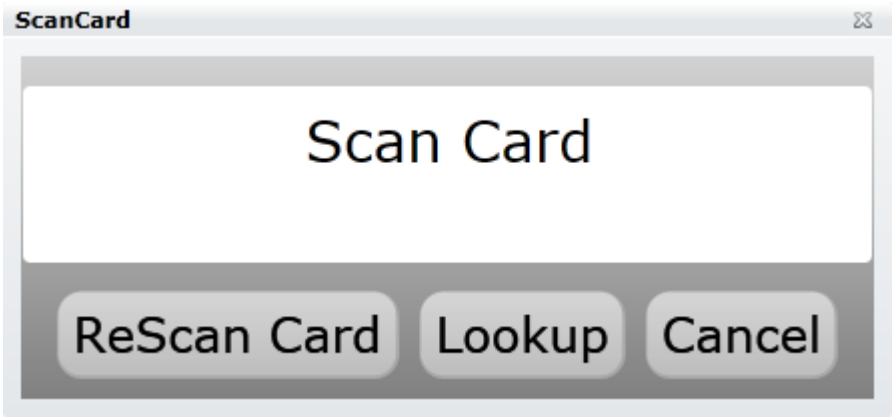
Step to enter player without player card:

- Select Add On Toggle Buttons
  - Add On
  - Dealer Add On
- Select if you want to Seat Player (Seat Players Toggle)
- Select if you want any tickets printed
  - Receipt
  - Dealer Copy
  - Cashier Copy
- Select correct payment method
- Specify a Source from list or type in custom value
- Enter a player name in the name field
- Click No Card

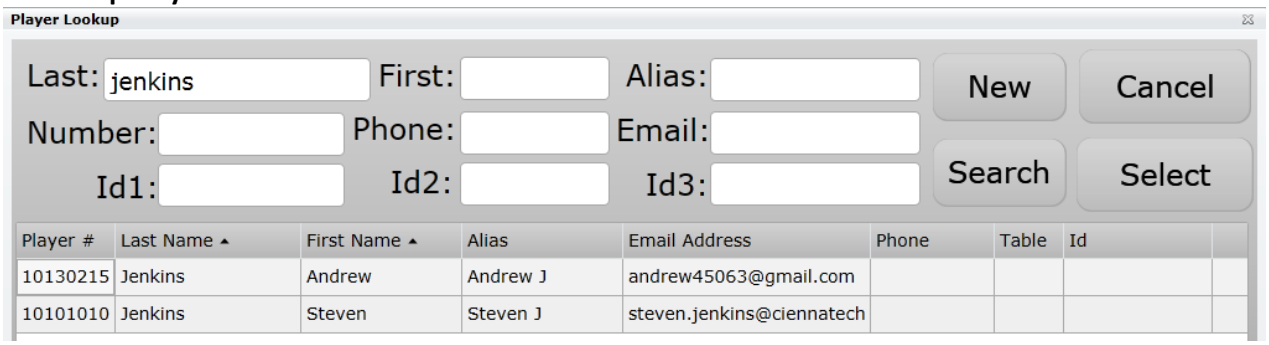
20.3 Scan Card Button

The Scan Card Button pop up a window to scan a card, you can also lookup a player with a player card. Be sure and have the toggle buttons setup before scanning card. This is also used to lookup a registered player that does not have their card.

Scan Card:

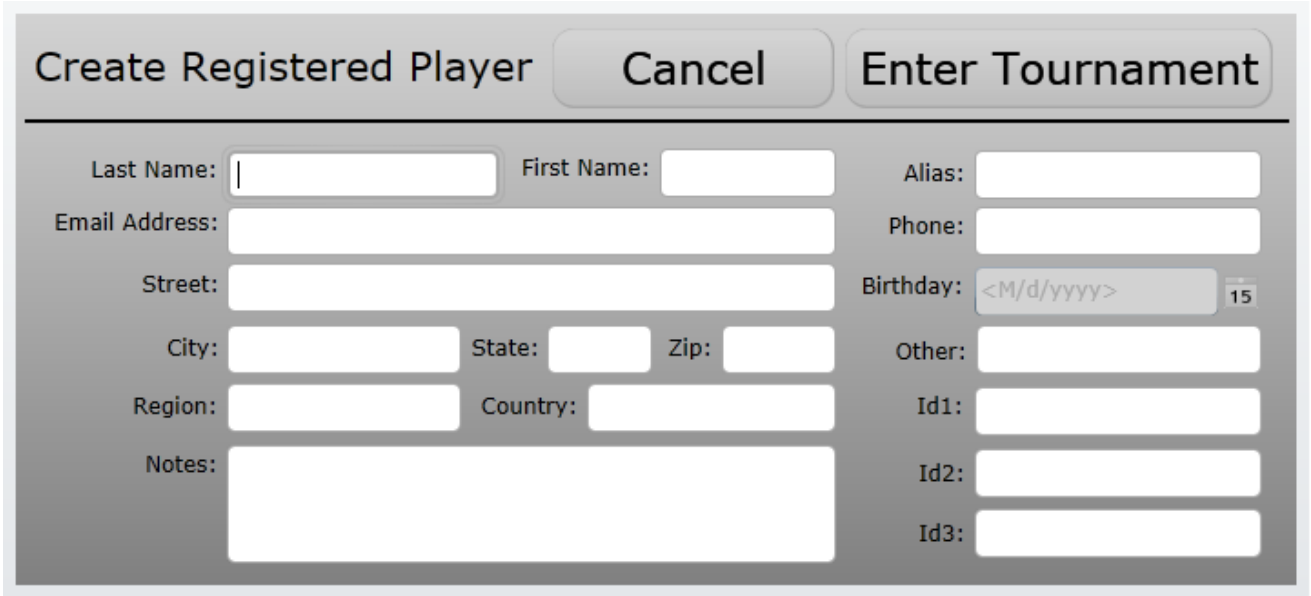


Or lookup Player:



20.4 Create Player Button

This is used to register a player with the system and enter into the tournament at the same time. This is different than no card this player is registered and can store results, get a player card and also will be able to limit his re-entry. Input information and click “Enter Tournament”. If payment, add-on, seating and receipts are not correct, they will need to be corrected in the Tournament Players Maintenance Popup.



20.5 Add-on Toggle Buttons

The Add-on button, and the Dealer Add-on button are toggle buttons and should be set before scanning a card or entering a No Card player. If the toggle is setup incorrectly or forgotten, it can be fixed by clicking on the Players button and adjusting the details for the player and reprinting receipts.

Add-ons can be collected at the cashier's cage and the dealer receipt specifies the number of chips for the player. This eliminates the need for dealers to collect add-on money and for the staff to collect money from the tables. It also allows for an accurate count of the chips in play from the very beginning.

20.6 Seat Players Toggle Button

If wanting to seat players, set the Seat Players toggle button on. There are times when you want to sell entries into a tournament but not seat the players. You can seat, re-seat and move a player by click the Players button and going to Tournament Player Maintenance.

The program will seat tables and keep tables balanced between all open tables. During seat selection it will narrow down the choices of tables have the same characteristics (open seats …) and from the group of matching tables will randomly pick a table. After picking the table a random seat will be selected from the open and not held seats. If you do not want a random seats selection but instead want to sell individual seat in a specific order, a Setup value "Tournament" "TableSeatOrder_10" (10 is set with number of players at table) can be set specifying an order to seat players at a table (1~3~5~7~9~2~4~6~8~10).

20.7 Receipts Toggle Buttons

Turn on the toggles for the receipts needed for your tournament. You can always reprint or print forgotten receipt in the Tournament Player Maintenance popup, by clicking on the Players button.

20.8 Not Paid

To denote a person has not paid (possibility a call-in) you can select this before entering player into the tournament. The amount is not added to the prize pool until "Paid" is selected on the Tournament Players Popup Window.

20.9 Payment

The payment choice are configured in Setup Maintenance (Type: Tournament, Name: Payment). This should be selected before you click the "No Card" or scan a Players Card. This data is given as totals on the tournament detail report.

The source can be used to auto deduct points from a player points and automatically print voucher when entering a tournament.

To Setup the system to allow for using player points auto deduction during tournament entry; **activate** the following Setup Values. The complete system must be restarted before these will take effect. That includes the Poker Desk Data Server and the Poker Desk Client.

Setup: Maintenance

Type	Name	Value (Example)	Comments
Tournament	DeductPoints	True / (False)	Allow auto deduct points for buy-In
Tournament	DeductPoints:Amount	900	Default amount of points to deduct for tournament entries, can be override by Tournament Setup
Tournament	DeductPoints:Payment	Player Points	The Payment method that identifies the use of Player Points
Tournament	Payment	Player Points	Must have payment type active to match DeductPoints:Payment

20.10 Source

This can be from a list specified in Setup Maintenance (Type: Tournament, Name: Source) or typed in free text. This can be used for analysis after exporting the tournament player list. Details Button
Displays details for the tournament including break down of entries, money taken, prize pool and break down. You can export or print the information. See Controlling Tournaments: Tournament Details for more information.

20.11 Refresh Button

Manage the players in the tournament see Controlling Tournaments: Tournament Players for more information.

20.12 Players Button

Details how the Players button is used during registration.

20.13 Results Button

If you are tracking tournament winners, this is used add the winners. Can also print tournament results for displaying at poker room. See Controlling Tournaments: Adding Tournament Results for more information.

20.14 Manual Prizes Button

Manage the players in the tournament see Controlling Tournaments: Manual Prizes for more information.

20.15 Receipts Button

Override the receipts used for this tournament.

20.16 Tables Button

Manage tournament tables see Controlling Tournaments: Tournament Tables for more information. Tables must be open before system can assign seats.

20.17 Tournament Information

Type	Name	Value (Example)	Comments
Tournament	Total Seats	Display only	Total players in tournament (Players + Manual)
Tournament	Available Seats	Display only	Number of Seats available,
Tournament	Standby	Display only	Number of players without seats
Tournament	Seats per table	5-11	Number of players per table, should be set before start
Tournament	Auto Start	True/{False}	If true the tournament will auto start
Tournament	Hold Seats	Select buttons	Select/Release seats to be held
Running Tournament Values			
Tournament	Level End	1:47 PM	For a running tournament this displays when the current level will end
Tournament	Level	Level 1	Current Level Name from tournament structure
Tournament	Refresh Button	Click	Refreshes the tournament information on clock
Tournament	Player+ Button	Click	Will increase the number in Eliminated + (1)
Tournament	Player- Button	Click	Will decrease the number of players Eliminated – (1)
Tournament	Start Pause Resume	Click	Tournament Clock Control, switches between Start / Pause / Resume and controls the clock

21 Tournament Clock

Tournament Clock is used to display a tournament's clock and to advance the levels.

21.1 Installation options

Poker Desk is designed have multiple version of the program executing. To run a tournament clock you usually start a new window (instance) of the Poker Desk application. You can control a tournament clock from "Tournament Registration", "Tournament Control", or the clock itself. Because of the multi-tournament design and the ability to run multiple clocks on a single computer and even multiple clocks on a single monitor, there are no short cut keys. You can click on the clock to provide a popup window for controlling the tournament.

Some of the installation options used by Poker Desk customers for display the clock include:

- Running on a single computer with many external monitors: In this implementation multiple tournaments are being run at the same time. Poker Desk is executed, Tournament Clock is selected and open, then the Poker Desk window is moved to the monitor needed and expanded to full screen. When the next tournament starts, another Poker Desk window is open and moved to one of the other monitors. You could run as many tournaments as you have monitors.
- Running on a single computer with one external monitor used for the clock: the clock batch files is usually modified to open the clock used by poker room on the extended monitor.
- Clock is executed on different computer with/or without extended monitor: the batch file on the poker clock computer is modified to open the standard clock used on correct monitor or the room personnel open Poker Desk select the clock wanted and move to the extended monitor or display on default monitor.

Poker Desk stores the tournament information of a running tournament in database so even with a reboot of the computer or a restart of the application, remaining level time is not lost.

21.2 Design a Clock

Several clocks come configured with Poker Desk. These can be modified to meet your needs. After you have modified the clocks you can name to explain their purpose (limit, horse,..) and you can copy them to allow multiple tournaments to be run on multiple monitors at the same time.

21.3 Selecting a Clock

The first step in running a poker clock is selecting the clock. This can only be done from the Tournament Control. The clock dropdown displays the list of configured clocks. A color for the tournament should also be selected, this allows the players to easily identify their tournament when running multiple tournaments.

A running clock checks for new tournaments requesting to be displayed every 10 minutes (change in Setup Maintenance, Type: Tournament, Name: Tournament Clock Refresh, Value: {minutes between checking, 10 in min}). Although in practice, a clock is usually (re)opened to display the tournament without needing to wait.

A clock will display all the active tournaments that have it selected. There is a clock named "Do Not Display" which is used if you want an active tournament not to display. It is really just a normal clock, but since you never run the "Do Not Display" clock, these tournament are not displayed.

If more than one tournament has the same clock selected and is active, then the program will toggle between the two clocks. This has been successful done in large tournaments and works ok. The preferred method would be to use the "Split Clock" to display two tournament on one monitor at the same time. I would be possible to assign four tournaments to the "Split Clock" and it would toggle between two windows and you could be running four tournament on one monitor. Again the preferred method would be to run four tournament on two monitors using two instances of a split clock.

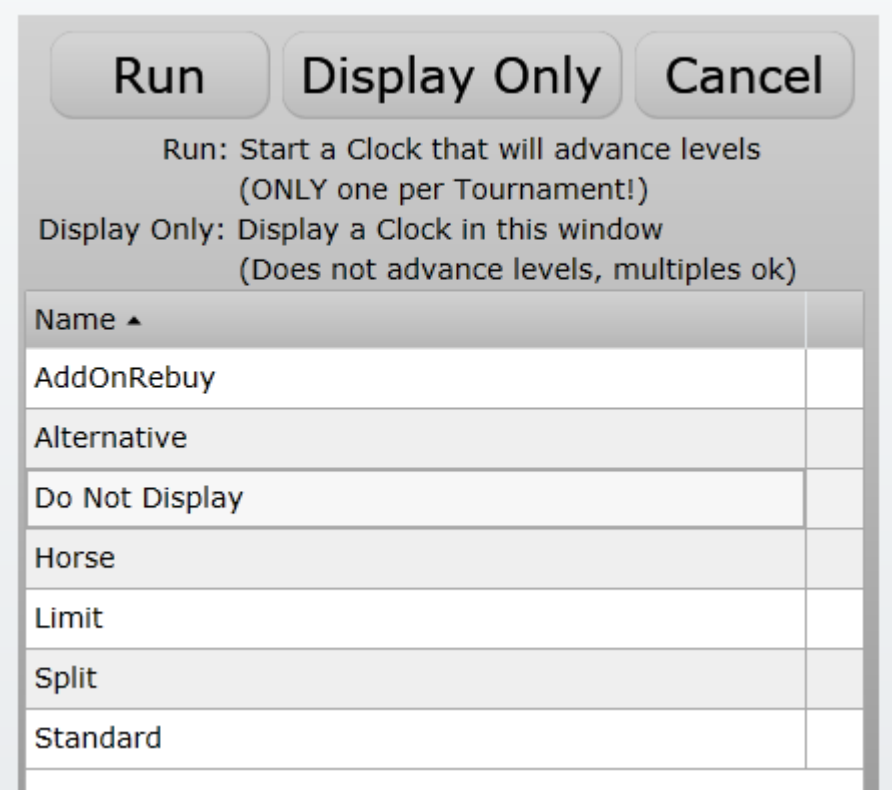
Since a clock will toggle between two active tournaments that have it selected, it is necessary to copy a clock if you want to run two tournament at the same time on the same clock. In the clock maintenance you can modify Standard Clock then copy to Standard 2. Then to run two tournament on two different monitors, one tournament would select Standard Clock and the other would select Standard 2.

In high volume rooms copying the Split Clock allows four separate tournament to be run on two monitors. In this configuration, two tournaments select SplitClock1 (example name) and two tournaments select SplitClock2 (example name).

21.4 Running a Tournament Clock

After clicking on Tournament Clock the following window appears. Select the clock you wish to display and clicking Run then move the window to the monitor you would like to use. The tournament clock is used to move a tournament to the next level, since we want only one program giving the instruction to change levels, we can only "**RUN**" one (1) instance of each clock.

If you want to run another instance of the same clock (like on a different computer or monitor) you can use the "Display Only" this will display the clock but not try and advance levels. When displaying clock on a different computer other than the one used by the Poker Desk Data Service, you should sync the clocks between the two computers. There is program call "**Poker Clock Sync**" that will sync two computers to the second.



21.5 Controlling Tournament Clock

A tournament's clock can be controlled from multiple views.

- Tournament Registration (start, pause, resume)
- Tournament Control (start, pause, resume, color, clock selection)
- Tournament Clock (start, pause, resume)

The following shows a clock after clicked with the popup tournament controls. Clicking on the clock again or clicking the Close button will close the popup tournament control window.

See “Controlling Running Tournaments” in the “Controlling Tournaments” section of the manual for details on controlling a tournament and the clock.

21.6 Switching Running Tournament to Split Clock

You can switch from running one tournament on a single monitor to running two tournaments on the same monitor. You can do this without missing blinds or losing information.

Steps to switch screen from single tournament to double tournament while running.

- Select new tournament and select Split Clock
- Select running tournament and select Split Clock
- Open a new window (instance) of Poker Desk
- Under Tournament Clock, “Run” Split Clock
- Close old clock used by running tournament
- Move new Poker Desk Window to monitor for viewing

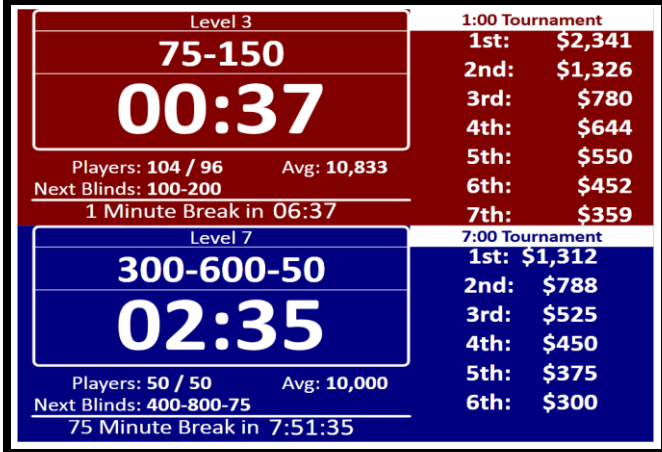
21.7 Standard Clocks Defined with Installation

The colors are selectable by tournament. You can define your own clock including custom graphics.

Clock_1,2 – Displays Add-On Rebuy if used

Clock_Box – Different look

Dual Clock – Two Tournaments one Screen



Limit

Multi-Flight

Horse

21.8 Older Clocks Shown for Reference Only

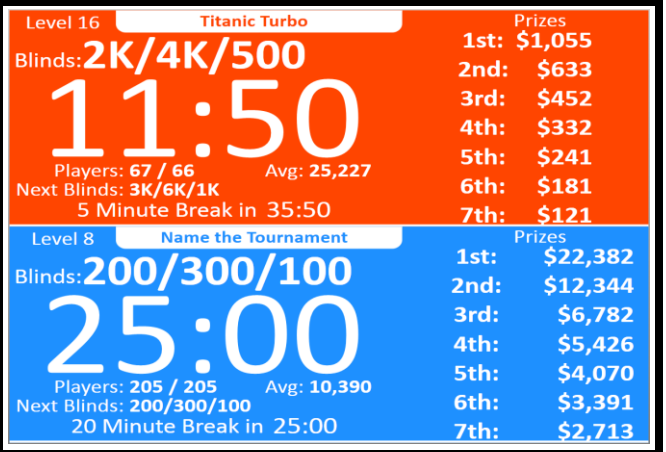
The colors are selectable by tournament. You can define your own clock including custom graphics.

AddOnRebuy – Displays Add-On Rebuy if used

Alternative – Different look

Standard – Never Displays Add-On or Rebuy

Split



Limit

Horse

21.9 Clock Issues and Running Clocks on Multiple Computers

Clock can run on multiple computers, but there are some additional information necessary to determine issues.

- Not displaying clock
    - Client need to be configured with address of Poker Desk Server, see client installation
- Clock is not moving to the next level; Things to check:
    - If you only run the “Display Only” clock it will not move levels
        - Be sure one and only one clock is executed with “Run”
    - If there are issues with the tournament structure
        - Check the position value for each level, they should start at 1 and not skip any numbers
- Clock not restarting levels at the correct time or not advancing properly:
    - The time is stored on the computer acting as the server. This allows multiple computers to display the clock.
    - If you are running on a different computer other than the server the time needs to be in sync to the second between the computers and they need to be using the same time zone.
    - There is a program that comes with Poker Desk that syncs the computers time to the same second as the server time: “PokerClockSync.vbs”.
    - Another possibility is two clock are running with the “Run” option and both clocks are trying to advance levels. Be sure one and only one clock executed with “Run” option.

22 Tournament Clock Setup

Tournament Clock Setup is used to edit a tournament’s clock configuration. It is protected by the manager’s password (defaults to blank). One option some customers like is a Red Screen during breaks. The tournament clock can do that. Since color is what distinguishes different tournament running at the same time, it just makes red not a good choice for tournament color.

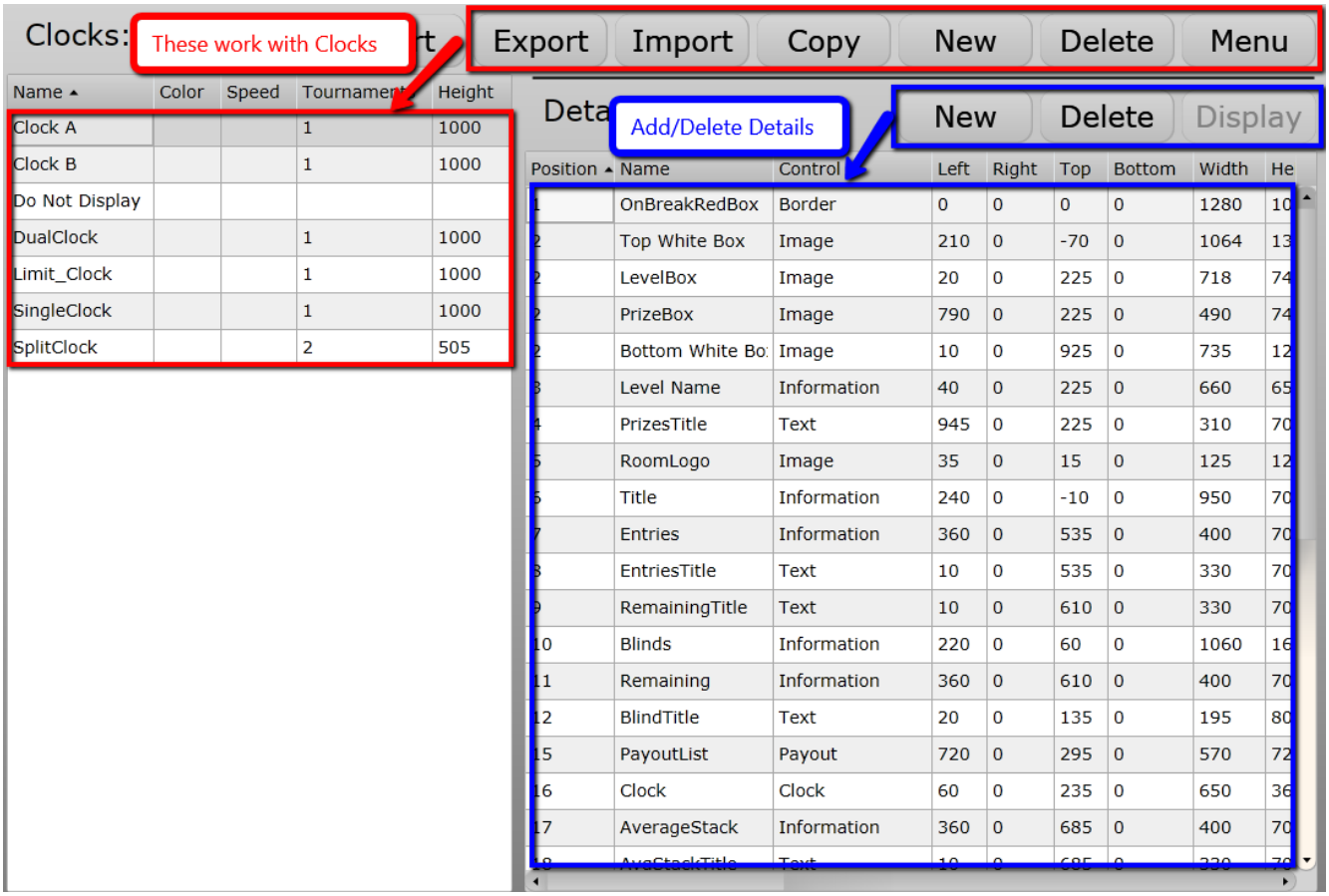
Poker Desk Clock Setup Screen has two sections of buttons. The top section works with the Clocks as a whole, the second level adds details to the clock

Top Clock Buttons:

- Export: export to file you can use this for backup in case of a database disaster.
- Import: import previously exported file.
- Copy: copy a clock, recommended for creating new clock and before modifying an existing clocks in case you want to restart with modifications.
- New: new blank clock
- Delete: delete clock
- Main: return to the Main Menu

Detail Buttons:

- New: Add new line for clock
- Delete: Delete selected line



Clock Fields:
For options see the “Tournament Clock Setup Options” in the Set Options section for details about setting up clock.

Type	Name	Value (Example)	Comments
Clock	Name	Clock A	Name to Identify Clock
Clock	Color	N/A	Not used for future possible uses
Clock	Speed	N/A	Not used for future possible uses
Clock	Tournaments	1, 2	Number of tournaments displayed per screen
Clock	Height	1000	Clock is currently based on 1000 pixel height
Detail	Name		
Detail	Control		
Detail	Left		
Detail	Right		
Detail	Top		
Detail	Bottom		
Detail	Width		
Detail	Height		
Detail	Value		
Detail	Text		
Detail	H Alignment		
Detail	V Alignment		

Tournament Clock Setup Options for details on setting up various components

Type	Name	Value (Example)	Comments
Detail	Align/Border		
Detail	Background/Format		
Detail	Font		
Detail	Font Size		
Detail	Font Weight		
Detail	Font/Border Color		
Detail	Trigger		

22.1 Making the Clock Background change Color for Breaks or the Break/Pause is too light or dark

One option some rooms like is a different color for the clock during breaks. To accomplish this there is a border control specified as the first control on most clocks. To change the color during breaks, change the current Trigger for the OnBreakRedBox (first on the list) from “Never” to “Break”. This means draw this color box if the currently displayed tournament is on break.

Also if the Break or Paused image displayed on the screen during breaks is too light or two dark, it can be replaced with a darker of lighter version. Locate the controls with the following values “Paused_1280x512_50.png” and “On_Break_1280x512_50.png” and replace the _50 with the values incremented by 10 from _20 (lightest) to _80 (darkest). Or you can use a custom image.

23 On Demand Tournaments (single table)

The reason they are called on demand tournaments instead of single table tournaments is that there is no limitation on the tournaments being a single table. Also “On Demand” tournaments can be used for a private tournament that does not need to be exposed on the web site. Because of the complexity of Poker Desk tournament (like exposure on website) you don’t want everyone creating new tournaments. On Demand tournaments solve the problem by letting employees create On Demand tournaments.

Before you can create an instance of an On Demand tournament, an On Demand Definition must be created. On Demand definitions are created from the Tournament Maintenance View which is protected by the manager’s password. On Demand tournaments are preconfigured tournaments with a type of single or private.

23.1 Creating an On Demand Tournament Definition

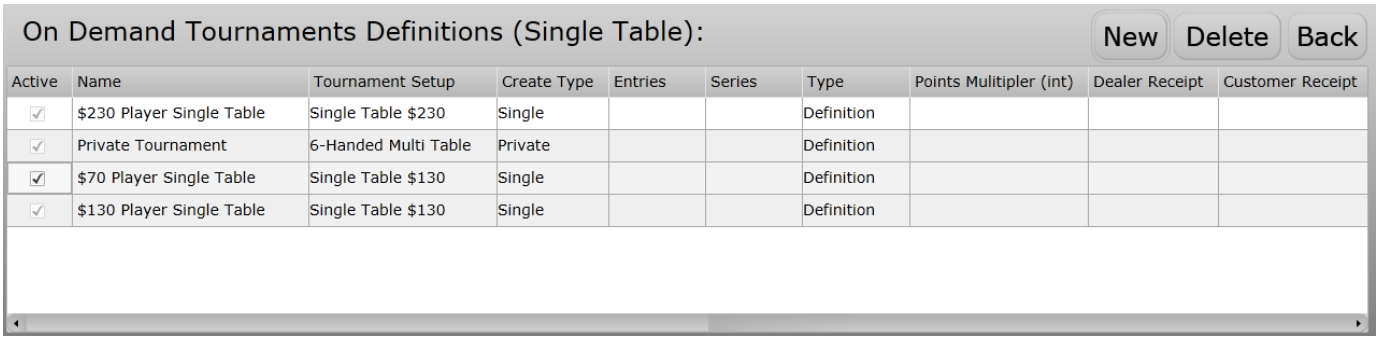
You create On Demand tournament from the Tournament Maintenance Screen.

Active	Name	Date	Time	Day of Week	Tournament Setup	Series	Web Name	Web Text 1	Web Text 2	Web Text
☐	$5000 Guarantee	9/15/2013	1:00 PM	Sunday	$5000 Guarantee		$5K Guarantee	$120 Buy-In	15,000 Start	30 Minute
☐	Titanic Turbo	9/16/2013	1:00 PM	Monday	Titanic Turbo		Titanic Turbo	$60 Buy-In	20,000 Start	12 Minute
☐				Monday	Monday Night Madness		Monday Night M	$45 Buy-In	12,000 Start	20 Minute
☐				Tuesday	$1000 First Place Guarar		1K First Place G	$40 Buy-In	10,000 Start	20 Minute
☐				Tuesday	$1000 First Place Guarar		1K First Place G	$40 Buy-In	10,000 Start	20 Minute
☐	6 Handed No Limit	9/18/2013	1:00 PM	Wednesday	6-Handed Multi Table		6 Handed No Lir	$60 Buy-In	12,000 Start	20 Minute
☐	$60 No Ante No Limit	9/18/2013	6:30 PM	Wednesday	NO ANTE		No Ante No Lim	$60 Buy-In	7,000 Startir	20 Minute
☑	25K Deep Stack	9/18/2013	7:30 PM	Wednesday	Friday Day		NL Hold'em	10/5000		25,000
☑	$5000 Guarantee	9/19/2013	6:30 AM	Thursday	Test Tournament		$5K Guarantee	$120 Buy-In	15,000 Start	30 Minute
☑	6 Handed No Limit	9/19/2013	9:00 AM	Thursday	6-Handed Multi Table		6 Handed No Lir			
☐	$1000 First Place Gaurantee	9/19/2013	1:00 PM	Thursday	$1000 First Place Guarar		1K First Place G	$40 Buy-In	10,000 Start	20 Minute
☑	Titanic Turbo	9/19/2013	6:30 PM	Thursday	Titanic Turbo		Titanic Turbo	$60 Buy-In	20,000 Start	12 Minute
☐	25K Deep Stack	9/20/2013	1:00 PM	Friday	Friday Day		25K Deep Stack	$110 Buy-In	25,000 Start	25 Minute
☐	Friday Night Madness	9/20/2013	6:30 PM	Friday	Monday Night Madness		Friday Night Ma	$45 Buy-In	12,000 Start	20 Minute
☐	Early Bird Special	9/21/2013	10:30 AM	Saturday	Early Bird Special		1K Early Bird Gu	$50 Buy-In	7,000 Startir	15 Minute
☐	$5000 Guarantee	9/21/2013	1:00 PM	Saturday	$5000 Guarantee		NL Hold'em	$120 Buy-In	15,000 Start	30 Minute
☐	$25 Bounty Tourney	9/21/2013	5:30 PM	Saturday	Saturday Night Bounty		$25 Bounty Tou	$100 Buy-In	15,000 Start	20 Minute

On Demand Tournament Buttons:

- New: create a new tournament definition
- Delete: delete the selected tournament definition
- Back: return to Tournament Maintenance

An On Demand tournament is defined without a start date because the date time is selected when an instance of an On Demand tournament is created. They are automatically created with a type of Definition (see tournament types)



Active	Name	Tournament Setup	Create Type	Entries	Series	Type	Points Mulitipler (int)	Dealer Receipt	Customer Receipt
☑	$230 Player Single Table	Single Table $230	Single			Definition			
☑	Private Tournament	6-Handed Multi Table	Private			Definition			
☑	$70 Player Single Table	Single Table $130	Single			Definition			
☑	$130 Player Single Table	Single Table $130	Single			Definition			

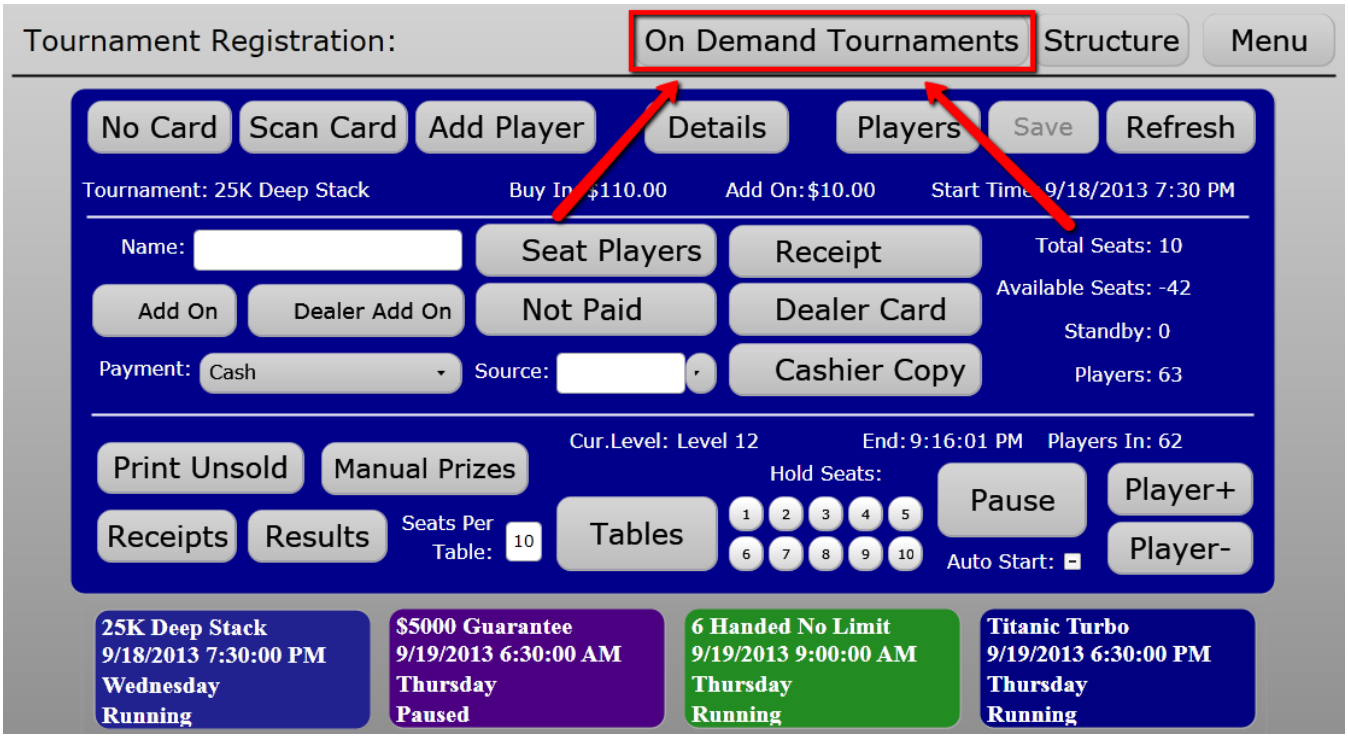
Tournament Fields:

Type	Name	Value (Example)	Comments
Tournament	Active	Checked	If active it is displayed in On Demand tournament Add button for creating on demand tournaments
Tournament	Name	Big Daily	Name to Identify On Demand Tournament, is displayed when creating occurrence of an On Demand tournament
Tournament	Tournament Setup	Pick from list	Select from list of created Setups
Tournament	Type	Select from List	Specify type of tournament, either Single or Private (only normal are uploaded to website)
Tournament	Series	Text	Field to specify is tournament part of a series

Type	Name	Value (Example)	Comments
Tournament	Points Multiplier	2	This is to specify extra points toward player status
Tournament	Dealer Receipt	Text	For overriding dealer receipt
Tournament	Customer Receipt	Text	For overriding customer receipt
Tournament	Cashier Receipt		For overriding cashier receipt
Tournament	Voucher Receipt		For overriding voucher
Tournament	Web Name	Any Text	Uploaded to web site for display (not used)
Tournament	Web Text 1	Any Text	Uploaded to web site for display (not used)
Tournament	Web Text 2	Any Text	Uploaded to web site for display (not used)
Tournament	Web Text 3	Any Text	Uploaded to web site for display (not used)
Tournament	Web Text 4	Any Text	Uploaded to web site for display (not used)
Tournament	Web Text 5	Any Text	Uploaded to web site for display (not used)
Tournament	Web Text 6	Any Text	Uploaded to web site for display (not used)
Tournament	Web Num 1	Any Number	Uploaded to web site for display (not used)
Tournament	Web Num 2	Any Number	Uploaded to web site for display (not used)

23.2 Creating an Occurrence of an On Demand Tournament

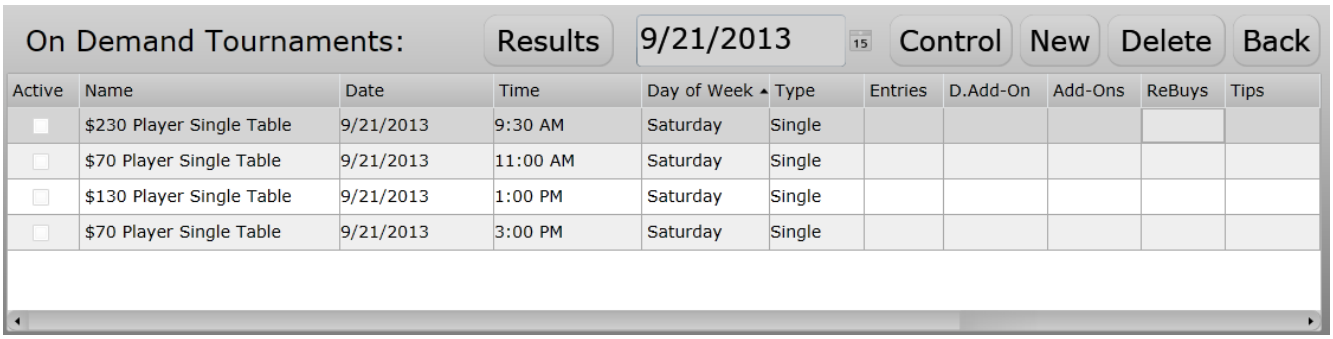
You can create an occurrence of an On Demand tournament from Tournament Registration or Tournament Control screens. On Demand tournament were designed to record that a single table was run and to add winners for tracking winners and rewarding promotions based on monthly results or give points based on participation.



On Demand Tournament Buttons:

- Results: add result to selected tournament.
  See Controlling Tournaments -> Adding Tournament Results
- Date Picker: select different dates to manage tournament from other days, defaults to today
- Control: bring up control window to control the tournament
- New: create a new On Demand tournament only from predefined tournaments
- Delete: delete the selected On Demand tournament
- Back: return to calling screen

By default On Demand tournaments are not active, so they do not show up in Tournament Registration or Tournament Control screens. It is possible to create an On Demand tournament take registration and display the tournament on a clock. If activated the tournament will be visible for registration and normal registration can occur. Without registration, you can still go to the Control popup and start the tournament and run a tournament clock.



Tournament Fields:

Type	Name	Value (Example)	Comments
Tournament	Active	Checked	If active tournament can be seen in Tournament Registration and Tournament Control, allowing to be opened and clock selected, registration of player and anything a normal tournament can do
Tournament	Name	120 Single Table	Defaults to the name of the Definition, can be changed
Tournament	Date	10/3/2013	Defaults to today's date,
Tournament	Time	{current time}	Defaults to current time, can be changed to track actual time ran
Tournament	Type	Select from List	Specify type of tournament, either Single or Private (only normal are uploaded to website)
Tournament	Entries	10	Defaults to the entries in definition if specified, if using daily reports to track tournament results, should put in actual players
Tournament	Dealer Add-On	10	Number of Dealer Add-On
Tournament	Add-On	10	Number of Add-On
Tournament	ReBuys	0	Number of rebuys
Tournament	Tips	100	I wanting to record dealer tips for this occurrence
Tournament	Tournament Setup	Current setup	Tournament Setup used for the tournament should not be changed
Tournament	Series		If part of a series it is displayed here

Type	Name	Value (Example)	Comments
Tournament	Points Multiplier		If there are any bonus points for this occurrence

24 Controlling Tournaments

24.1 Lifecycle of a Normal Tournament (not On Demand)

Step	Where	Comments
Created	Tournament Maintenance or Tournament Control	A new tournament is created, named and start date and time selected, tournament setup is selected and must be created in advance
Open	Tournament Control	Clicking the open button creates a unique set of tournament tables for managing the tournament, changes the status to “Open” and makes the tournament “Active”
Select Clock	Tournament Control	Select Clock that is going to be used for tournament
Select Color	Tournament Control	Select or verify color for tournament
Open Clock	Tournament Clock	Open the tournament clock selected to be used by tournament. Can be opened anytime, opening before tournament will give updated registration information and countdown to tournament start
Open Tables	Tournament Control or Tournament Registration (also Android)	If using Poker Desk for registration, open tables
Select Seats to Hold	Tournament Control or Tournament Registration	If using Poker Desk for registration, select seats to hold (optional)
Register Players	Tournament Registration	If using Poker Desk for registration, register players print receipts
Add Tables, remove holds to meet needs	Tournament Control or Tournament Registration (also Android)	If using Poker Desk for registration; add tables, remove holds to meet the demand
Print Structure	Tournament Control or Tournament Registration	If needed print tournament structure an verify times, can be printed on receipt for players also
Start	Tournament Control or Tournament Registration Tournament Clock (also Android)	Start the tournament
Add Player Counts	Tournament Control or Tournament Clock	If NOT using Poker Desk for registration, add manual count of Players

Step	Where	Comments
Add Rebuys / Add-ons	Tournament Control or Tournament Clock	If NOT using Poker Desk for registration, or if necessary for rebuys add manual counts
Verify Payouts	Details Popup access from Tournament Control or Tournament Registration	Verify payout information and player counts from the tournament details popup
Unsold seats list	Tournament Registration	If using Poker Desk for registration, print out unsold seats
Pause / Resume	Tournament Control or Tournament Registration Tournament Clock (also Android)	As necessary pause / continue tournament clock
Player -	Tournament Control or Tournament Registration Tournament Clock (also Android)	Lower player counts as players get knocked out of tournament
Or Bust Players	Tournament Table or Tournament Players View from Tournament Control or Tournament Registration	If using total player tracking bust player to eliminate
Break Tables	Tournament Table or Tournament Players View from Tournament Control or Tournament Registration	If using total player tracking, use Poker Desk to break tables, record manual moves, print seat cards or list of table moves when breaking tables
Display Chop	Tournament Control or Tournament Clock	If requested you can display the average remaining prize pool (chop amount)
Add results	Results Popup access from Tournament Control or Tournament Registration	If tracking tournament results, add winners from the Results popup. When finished with all winners , click Calculate Points and Upload if appropriate
Print Details	Details Popup access from Tournament Control or Tournament Registration	Print or export final number for the tournament
Close	Tournament Control	Close tournament, this will delete all the tables used for this tournament, and make the tournament Inactive

24.2 Controlling a Running Tournament

Options when controlling a running tournament:

- Start / Pause / Resume
    - The control button text will change to tell user what is the correct command
        - Start: If open and not started
        - Pause: if running and not Paused
        - Resume: if running and Paused
- Player –
    - Will decrease the player by adding (1) to the Eliminated

- Player +
    - Will increase a

24.3 Tournament Tables

Available on “Tournament Control” and “Tournament Registration” Table Button and includes the following functionality:

- Open Tables for tournament
- Close Tables for tournament
- Tournament player management
    - Unseat player
    - Bust player
    - Move player
    - Print receipts
- Force table to be seated next or freeze seating to table

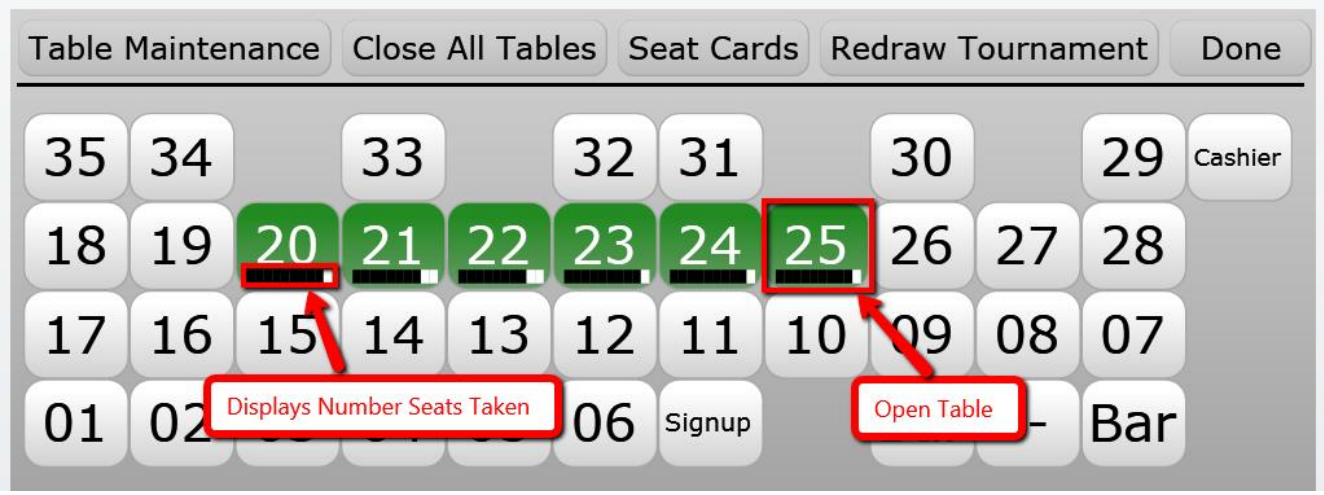


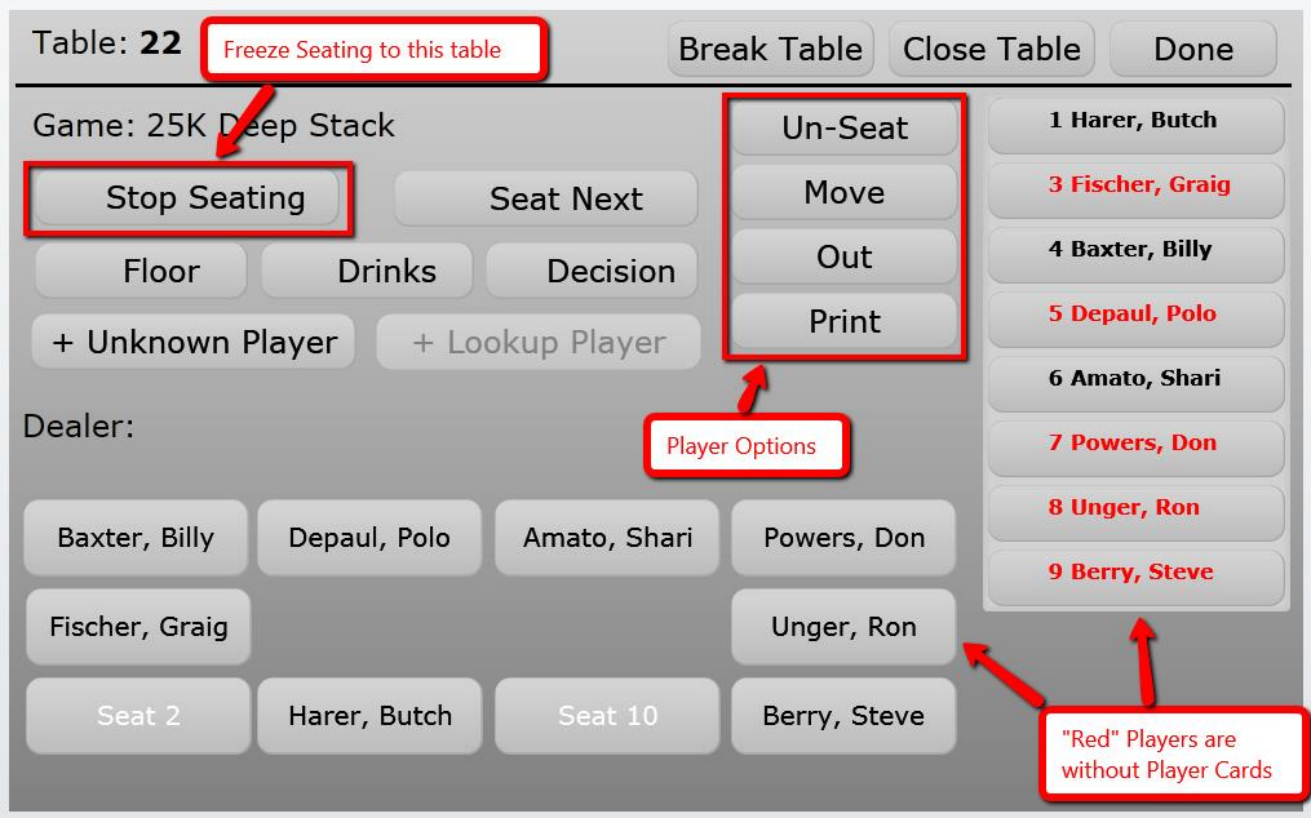
Table Maintenance
Close All Tables
Seat Cards
Redraw Tournament
Done
35 34 33 32 31 30 29 Cashier
18 19 20 21 22 23 24 25 26 27 28
17 16 15 14 13 12 11 10 09 08 07
01 02 06 Signup Bar
Displays Number Seats Taken
Open Table

- Table Maintenance for modifying table layout (rarely if ever used)
- Close all tables: should use close tournament instead on the “Tournament Control” view
- Seat Cards: displayed seat cards being held, or seat being used, seat cards can be auto released or manual released
- Redraw Tournament: if you are tracking player, will redraw seats from multiple tables or final table
- Clicking on table opens table to control players and table

24.3.1 Table Popup Window

- Move player
- Unseat player
- Bust player from tournament
- Stop seating to this table
- Seat this table next

Notice the tournament includes registered (black names) and unregistered (red names) players.



Busting Players from tournament table popup.

What is the difference between **"Out"** and **"Unseat"** on the Tournament Table Popup"

"Unseat" is saying the person never took this seat, and make it look like the seat was never sold. This seat can be resold and is equal to a seat that has never been sold

"Out" marks the person as busted, converts the empty seat to a seat card and has a lower seating priority than a seat that has never been sold. **Also unless you have auto sell busted seats turned on, this seat will not be resold until released (see Tournament Seat Cards).**

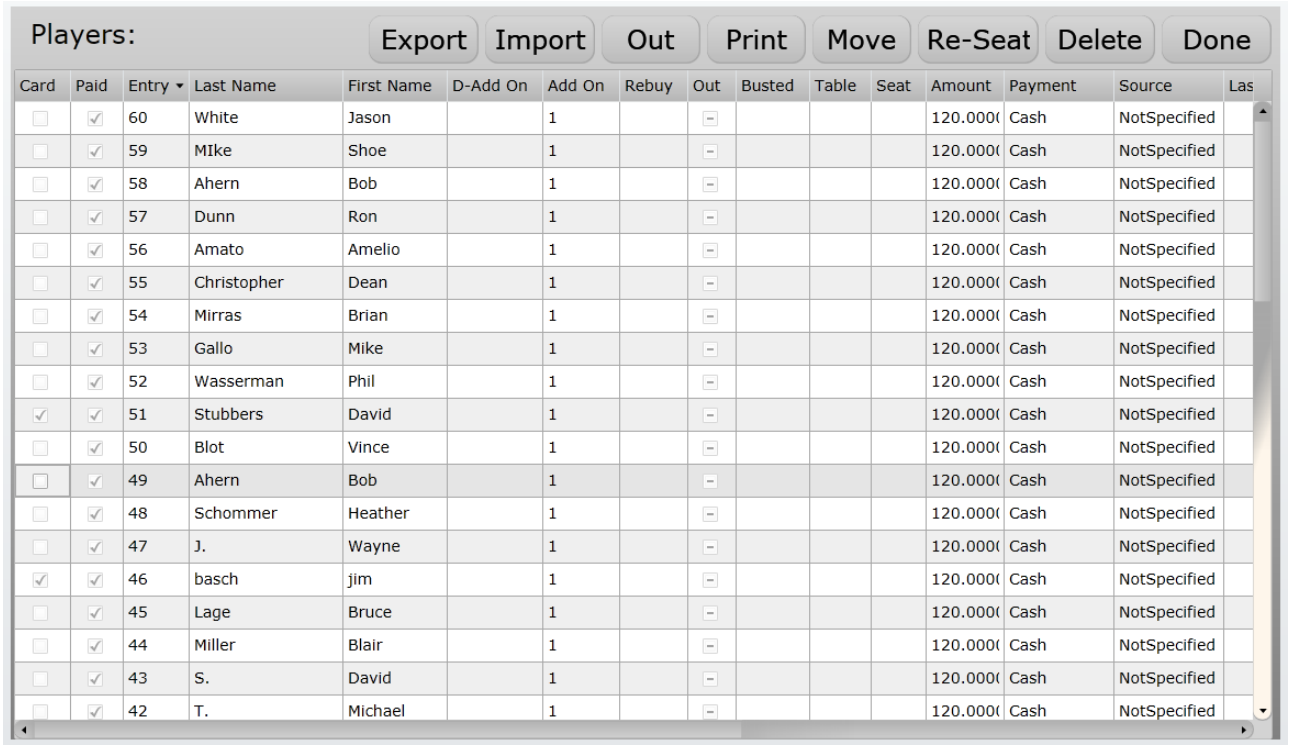
24.3.2 Tournament Seat Cards

24.4 Tournament Players

If you have used Poker Desk for registering user you can use the Players Button to manage the Tournament Players.

From the players button you can:

- Export: export the player to a prn file for importing into excel
- Import: import players to pre-register players for tournaments
- Out: knock player out of tournament
- Print: print or reprint seat cards, player receipts or cashier copies.
- Move: move a player from one table or seat to another table or seat
- Re-Seat: have the system automatically re-seat a player
- Delete: delete a player (not actually deleted to prevent misuse)
- Done: close and return

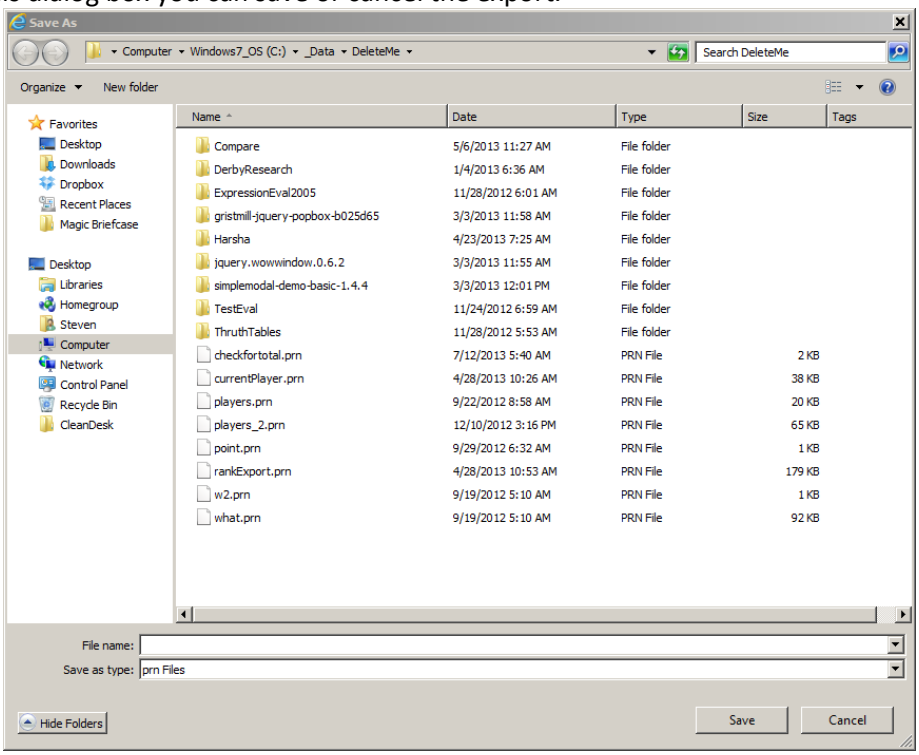


Card	Paid	Entry	Last Name	First Name	D-Add On	Add On	Rebuy	Out	Busted	Table	Seat	Amount	Payment	Source	Las
☐	☑	60	White	Jason		1						120.000(	Cash	NotSpecified	
☐	☑	59	MIke	Shoe		1						120.000(	Cash	NotSpecified	
☐	☑	58	Ahern	Bob		1						120.000(	Cash	NotSpecified	
☐	☑	57	Dunn	Ron		1						120.000(	Cash	NotSpecified	
☐	☑	56	Amato	Amelio		1						120.000(	Cash	NotSpecified	
☐	☑	55	Christopher	Dean		1						120.000(	Cash	NotSpecified	
☐	☑	54	Mirras	Brian		1						120.000(	Cash	NotSpecified	
☐	☑	53	Gallo	Mike		1						120.000(	Cash	NotSpecified	
☐	☑	52	Wasserman	Phil		1						120.000(	Cash	NotSpecified	
☑	☑	51	Stubbers	David		1						120.000(	Cash	NotSpecified	
☐	☑	50	Blot	Vince		1						120.000(	Cash	NotSpecified	
☐	☑	49	Ahern	Bob		1						120.000(	Cash	NotSpecified	
☐	☑	48	Schommer	Heather		1						120.000(	Cash	NotSpecified	
☐	☑	47	J.	Wayne		1						120.000(	Cash	NotSpecified	
☑	☑	46	basch	jim		1						120.000(	Cash	NotSpecified	
☐	☑	45	Lage	Bruce		1						120.000(	Cash	NotSpecified	
☐	☑	44	Miller	Blair		1						120.000(	Cash	NotSpecified	
☐	☑	43	S.	David		1						120.000(	Cash	NotSpecified	
☐	☑	42	T.	Michael		1						120.000(	Cash	NotSpecified	

24.4.1 Exporting Tournament Players

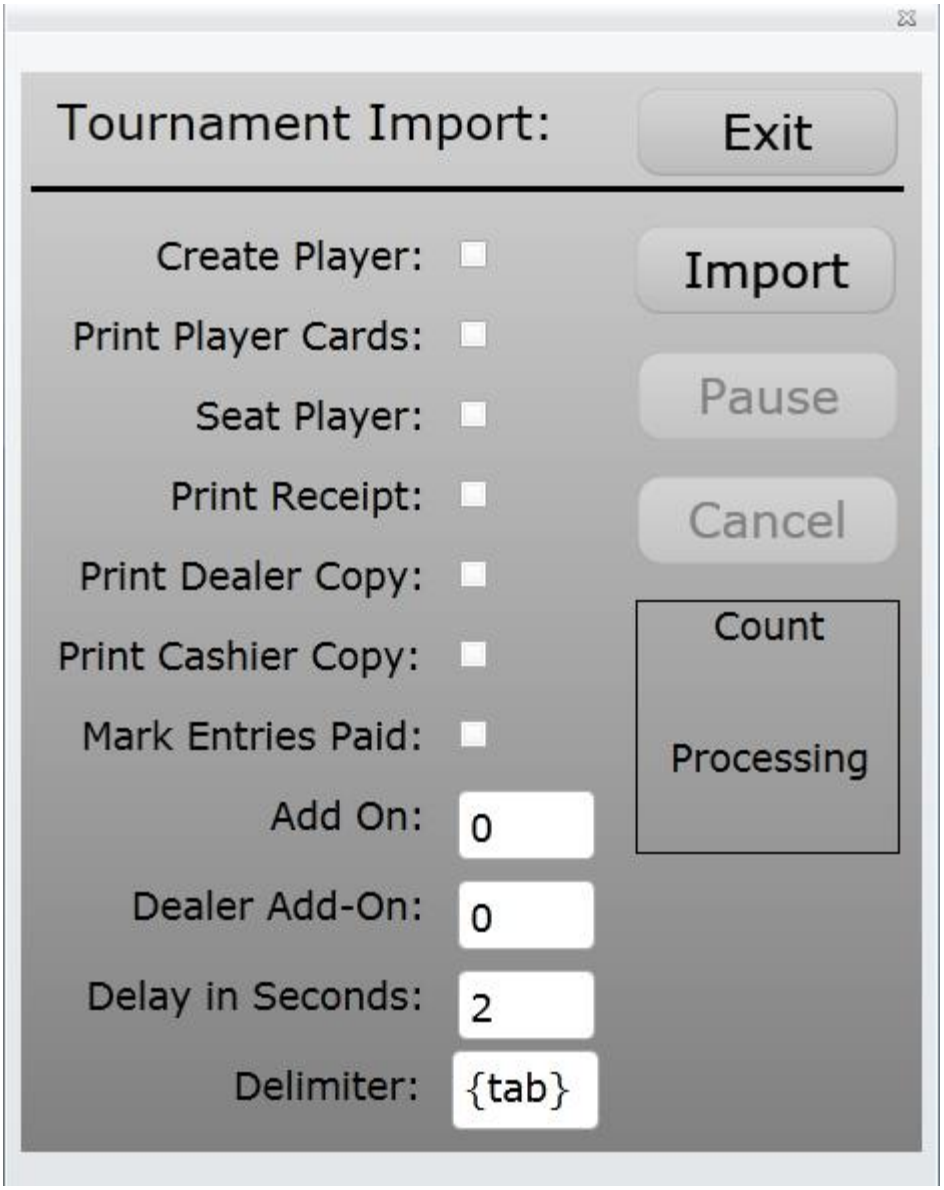
Tournament players can be exported and imported or used for analysis. There is an option of exporting all players or just players that are not busted. After clicking export the following window appears.

After Clicking Yes or No a file dialog box appears that lets you select the location and the name of the export file. From this dialog box you can save or cancel the export.



24.4.2 Importing Tournament Players

Tournament players can be imported. This can serve various purposes for example you could export the players from a tournament day 1a, 1b, 1c… and import the players into day 2. Another use would be if the list of player is known before registration like a free roll, you could import this list into a tournament. Or you could just use the import to stress test your equipment.



Poker Desk Import Options

Name	Value (Example)	Comments
Create Player	Unchecked	If Create Player is Checked, Poker Desk will try and use the information provided to register a player with the system. This would be required before you print player cards. IF NOT SURE: NO NOT CHECK THIS!!!
Print Player Cards	Unchecked	For the newly create player from "Create Player" go ahead and print player cards for them. IF NOT SURE: NO NOT CHECK THIS!!!
Seat Player	Checked	Similar to the Seat Player toggle if selected the program will assign a seat for the player if there are available seats. Be sure you have enough seats available if you check this. If you run out of seats the player will be put on standby

Name	Value (Example)	Comments
Print Receipt	Checked	If Checked prints a receipt for player
Print Dealer Copy	Checked	If Checked will print Dealer Copy (Seat Card). Seat Cards will not print if there is not a seat assigned, this is the same as tournament registration
Print Cashier Copy	Checked	If Checked a cashier copy of receipt will be printed
Mark Entries as Paid	Checked	If Checked the player record will be marked as paid
Add-On	0	Number of add-on for each player
Dealer Add-On	1	Number of Dealer Add-ons
Delay in Seconds	2	So you don't overrun printer, or overtax system, you can specify a delay between players. If you are printing player cards and they take a 45 seconds each, you would want this to be enough time for the operation to complete
Import	Click	After you have checked and put the options the way you would like, you can click Import and select a file for import. Export some players from another tournament to determine the format for the import file. Import is the same format as the export
Pause	Click	If the system is getting to far ahead (printer buffer filling up) you can pause the process
Cancel	Click when appropriate	If you want to stop the process click cancel

24.5 Tournament Details

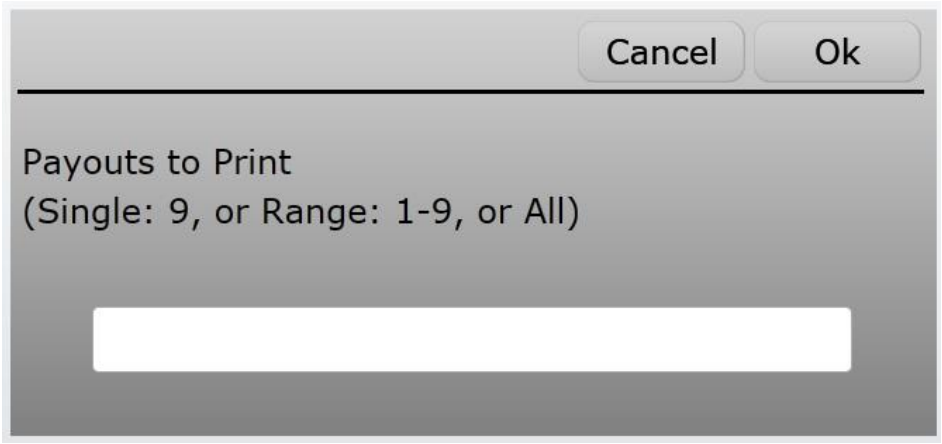
Displays details for the tournament including break down of entries, money taken, prize pool and break down. You can export or print the information. This is available from "Tournament Control" and "Tournament Registration"

Tournament Detail support the follow function:

- Payouts: print payout receipts for winners
- Export: export information to be loaded in Excel
- Print: print to Report Printer (configured in setup maintenance Printer: Report)
- Done: return to previous menu

24.5.1 Payouts

Select the payout to print, or “All” for all payouts or a range 1-5). Then Ok or Cancel



This will print a payout receipt on the receipt printer configured. You can fill-in players information and approve to send player to cashier for	**$1000 First Place Guarantee** Tuesday, August 06, 2013 6:30 PM **1st: $1,900** Player: Approved: **Hearts And Spades P** 10/4/2013 5:50 AM Payout

24.5.2 Exporting Data to Excel

See “Exporting Data to Excel” in this manual for directions.

24.5.3 Print

This will print to the Report printer that is configured in Setup Maintenance

Date:	8/6/2013 6:30 PM	
Name:	$1000 First Place Guarante	
Buy-In:	$40.00	
Add On:	$10.00	Excluded
Rebuy:	0.00	
Dealer Add On:	0.00	
Guarantee:	$0.00	
Bounty:	$0.00	

	Count	Money
Entries:	211	$8,440.00
Add On:	210	$2,100.00
Rebuys:	0	$0.00
Dealer Add On:	0	$0.00
Total Money:		$10,540.00
House Fees:		$2,110.00
Tips:		$0.00
Exclusions:		$2,100.00
Promotional:		$0.00
Bounties:		$0.00
Prize Pool:		$6,330.00
Player Tips:		$0.00

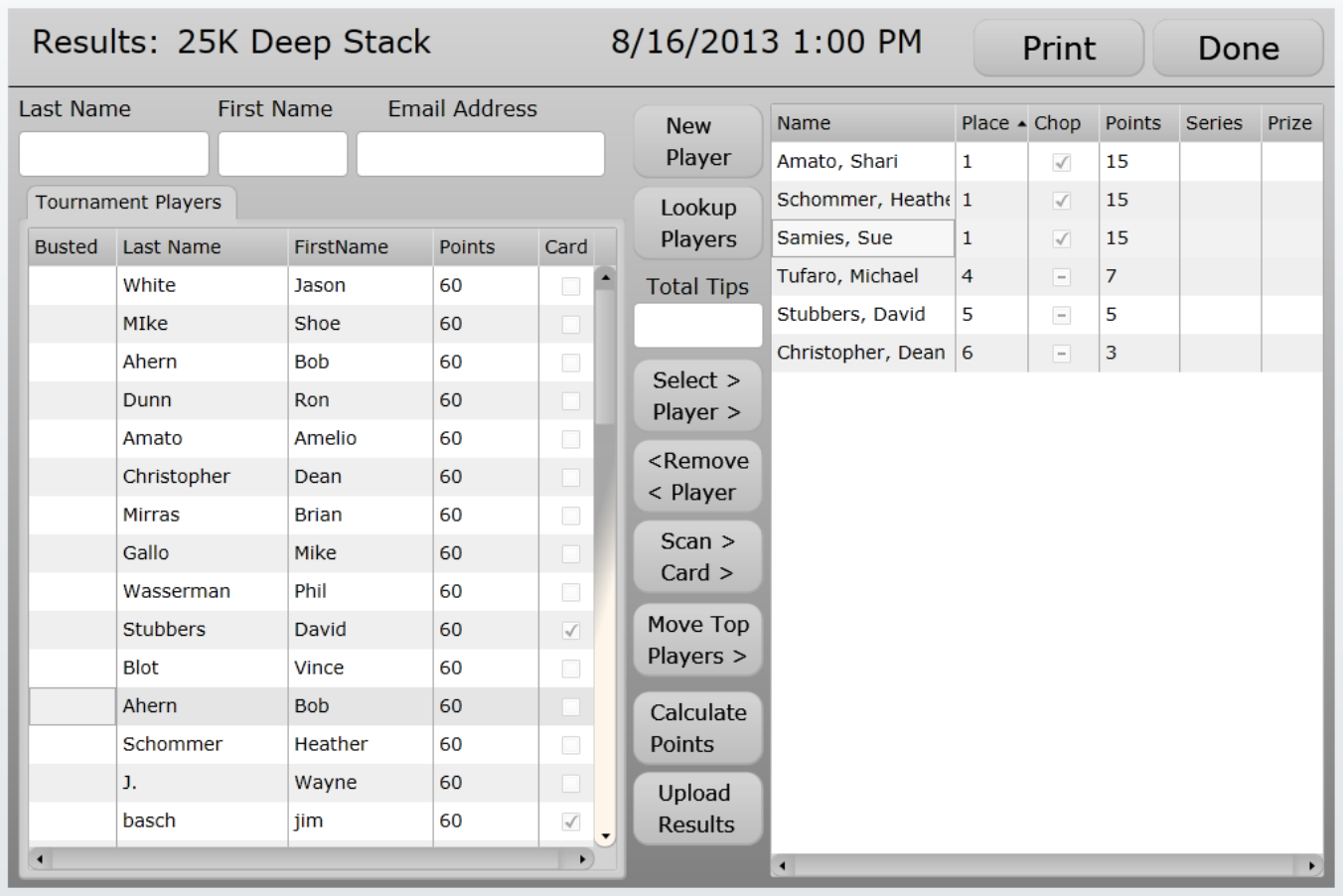
Place	Prize
1st:	$1,900
2nd:	$1,139
3rd:	$633
4th:	$570
5th:	$506
6th:	$443
7th:	$380
8th:	$316
9th:	$253
10th:	$190

Payment Distribution

Payment	Count	AddOn	Rebuy	D.AddOn
Satellite	1			

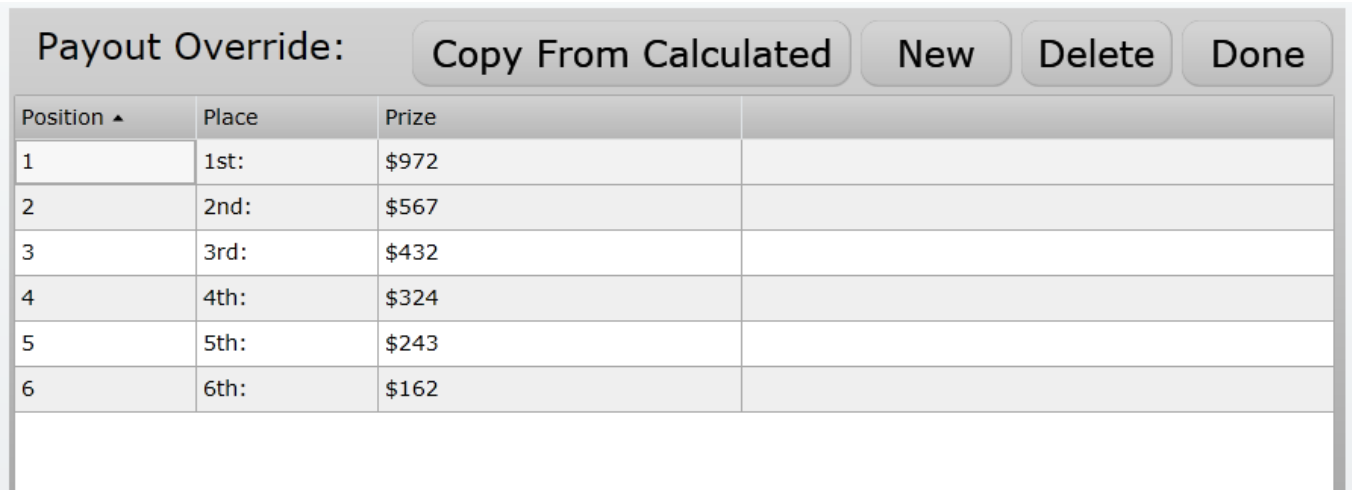
24.6 Adding Tournament Results

If you are tracking tournament winners, this is used add the winners. Can also print tournament results for displaying at poker room

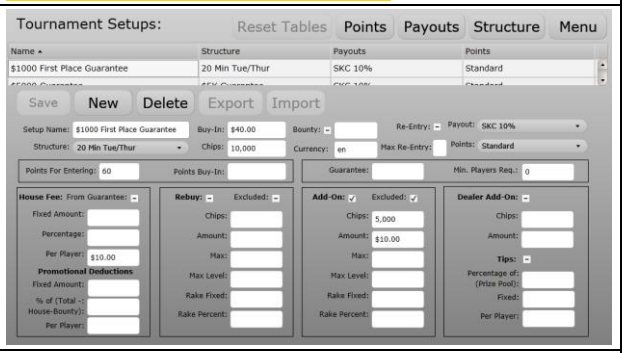
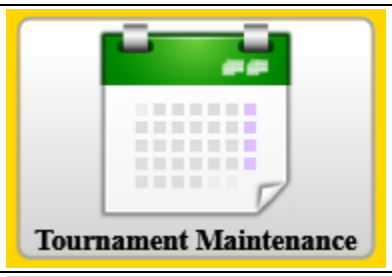
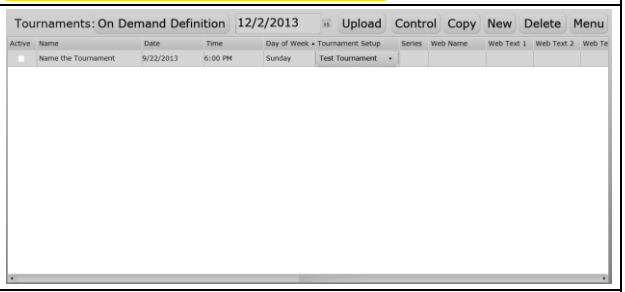
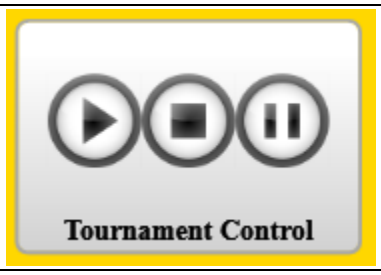


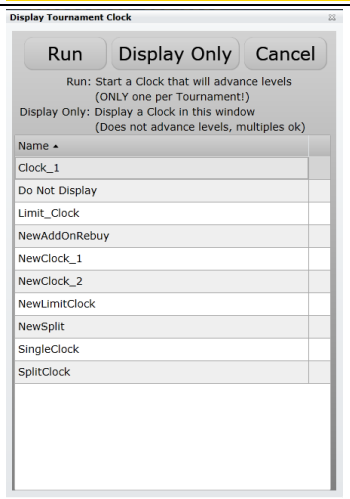
24.7 Entering Manual Prizes

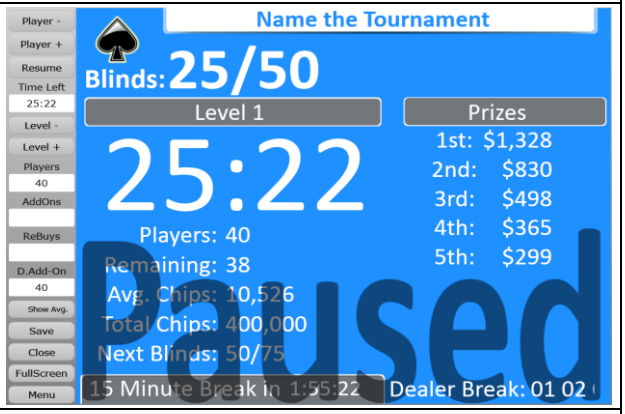
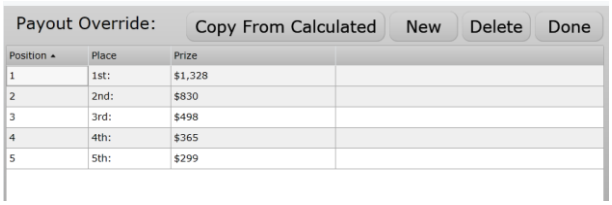
If you need to override the automated prize calculation, you can enter prizes manually with the Manual Prize button. You can start by copying the calculated prizes then modifying them.



25 Quick Start Guide without Registration

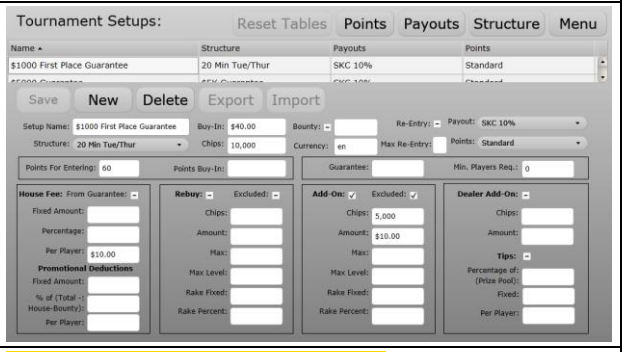
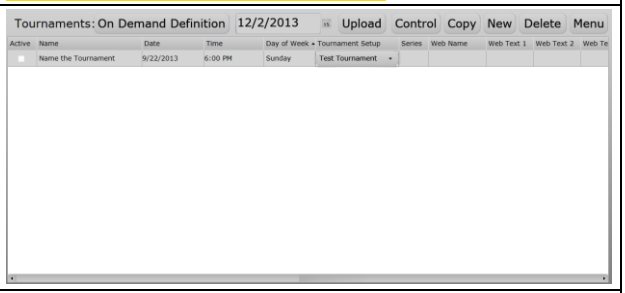
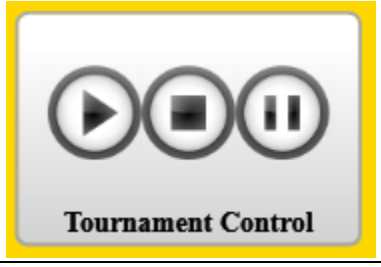
Step	Comment	Screen
Create Setup	Go to Tournament Setups and create setup. Setup is the template for tournaments Manager Password Protected: default is blank just click “Manager Mode”	
Create Setup if not already setup	Create Structure (if necessary) Create Payouts Create Points(optional) Create Setup Fill in information for tournament The buy-in is full price so an $85+$15(fees) buy-in is $100 Be sure and check the boxes	
Create Tournament	Go to Tournament Maintenance	
Create Tournament	Click New Give tournament a name Set date and time Pick setup	
Open Tournament	Go to Tournament Control	

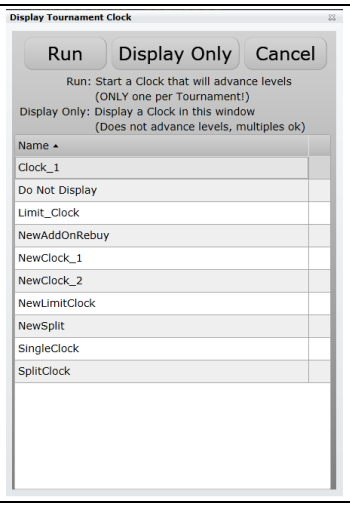
Step	Comment	Screen
Open Tournament	Go to Tournament Control Select a clock Select color Click Open	
Display Clock	Go to Tournament Clock You could also start a new instance of Poker Desk on this or another computer to display the clock and continue this instance of software to control tournament	
Display Clock	Click on Clock selected for tournament Select Run	
Display Clock	If starting time in the future will show countdown to start	

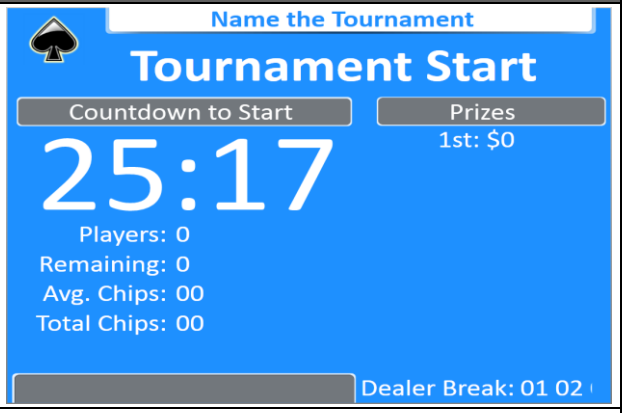
Step	Comment	Screen
Start Tournament	Click on the clock and the control panel will appear. Click Start to start tournament Click on the clock again and the controls will disappear	
Control Tournament	Click on Clock bring up controls, you can add players, add-ons If you did the tournament setup correctly it will display tournament information	
Control Tournament	From the tournament clock you can control clock Pause, resume Remove players When Paused, the time left is used to adjust the clock if necessary. You can also move up and down levels then adjust the time left	
Adjust prices	If prize not setup correctly you can enter manual prizes from the Tournament Control Screen	

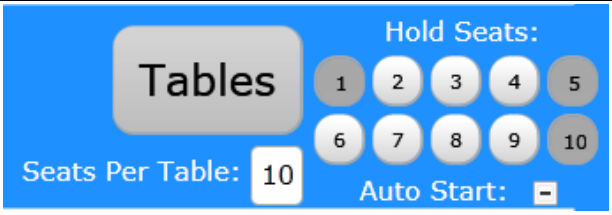
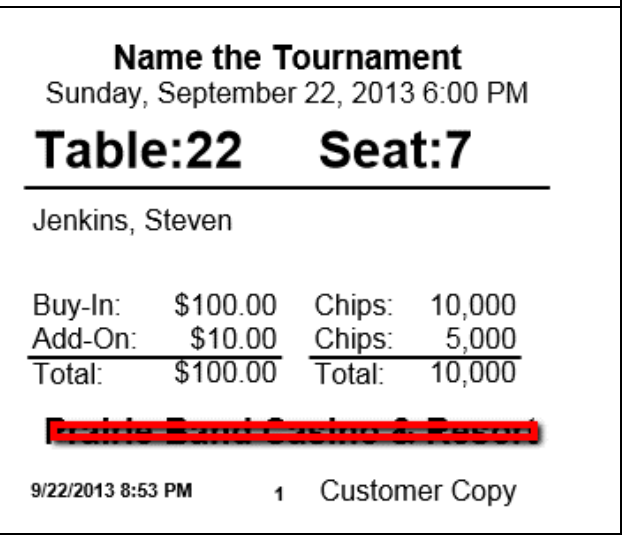
This quick guide showed using the clock to control the tournament. The program is designed to have the tournament controlled from "Tournament Control" view. It is possible to control from the clock but controlling the tournament from "Tournament Control" is recommended. Poker Desk is designed to run multiple instances of the program. For example you might have on instance of Poker Desk open controlling the tournament, then you would open another instance of Poker Desk to display clock, and a third instance open display wait list to players, and an fourth instance open entering player on the wait list. Additionally instance can be running on any network computer, so any of these instances of Poker Desk could be running on the same computer or running on different computer.

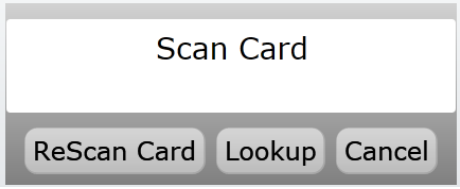
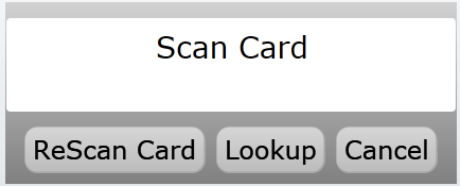
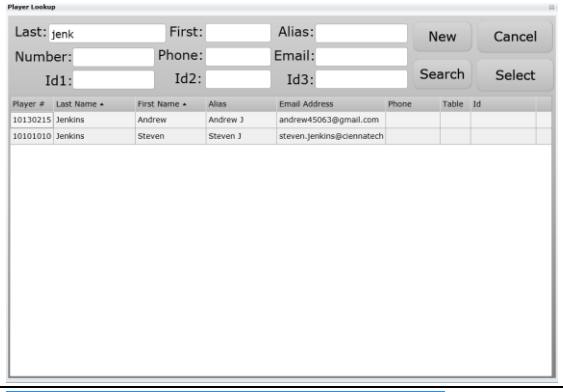
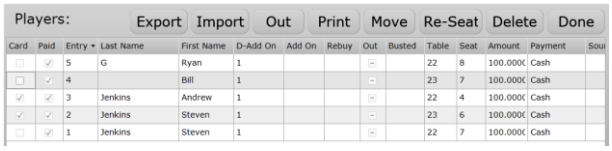
26 Quick Start Guide Tournament with Registration

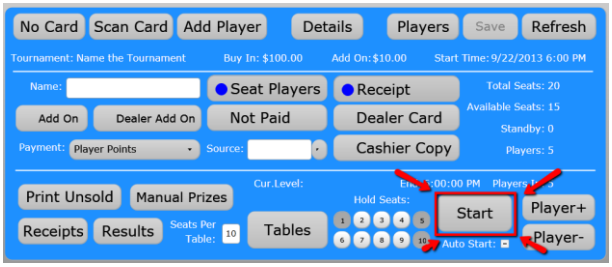
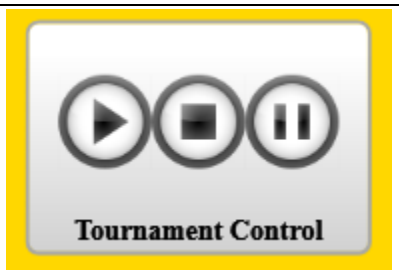
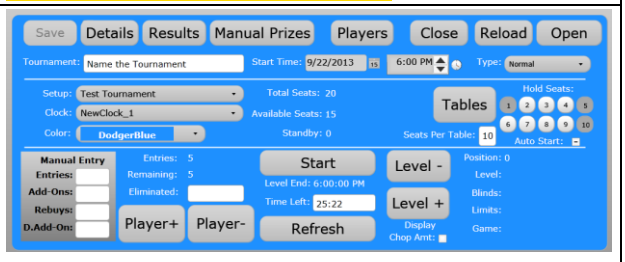
Step	Comment	Screen
Create Setup	Go to Tournament Setups and create setup. Setup is the template for tournaments Manager Password Protected: default is blank just click “Manager Mode”	
Create Setup if not already setup	Create Structure (if necessary) Create Payouts Create Points(optional) Create Setup Fill in information for tournament The buy-in is full price so an $85+$15(fees) buy-in is $100 Be sure and check the boxes	
Create Tournament	Go to Tournament Maintenance	
Create Tournament	Click New Give tournament a Name Set Date and Time Pick Setup	
Open Tournament	Go to Tournament Control	

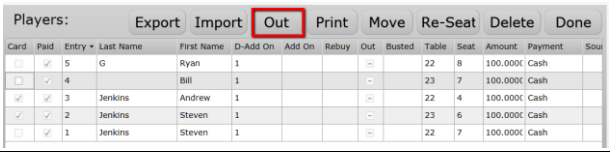
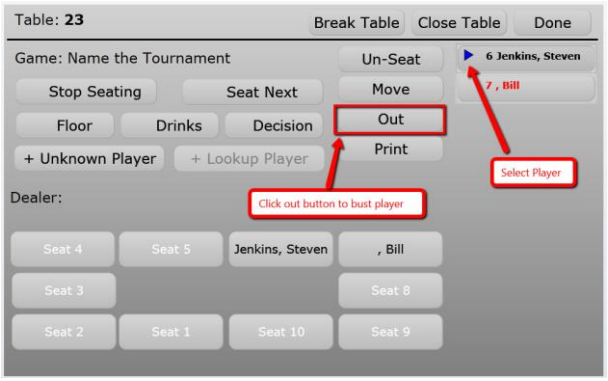
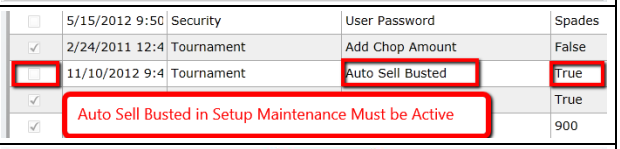
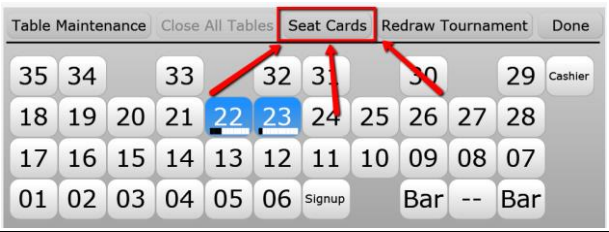
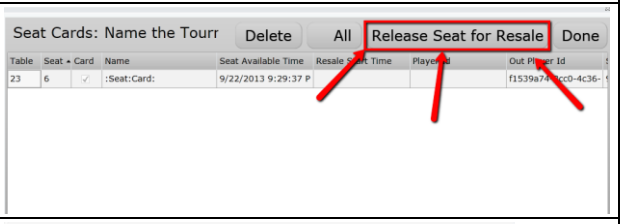
Step	Comment	Screen
Open Tournament	Go to Tournament Control Select a clock Select color Click Open	
Display Clock	Open another instance of Poker Desk. On the same computer or another computer open a second instance of Poker Desk.	
Display Clock	Go to Tournament Clock	
Display Clock	Click on Clock selected for tournament Select Run The clock does not need to be started now but starting during registration will display information as player enter tournament	

Step	Comment	Screen
Display Clock	If starting time in the future will show countdown to start Move the clock to a monitor that will display to players	
Start Registration	Go to Tournament Registration Back at the first instance of Poker Desk.	
Start Registration	Select the tournament you created	
Select Tables	Click the Tables Button, a layout of the room will appear. If a layout does not appear the tournament has not been opened Open starting tables	

Step	Comment	Screen
Select Tables	Click on a table to open table window and click the “Open Table”	
Set Hold Seats	From either “Tournament Control” or “Tournament Registration” double check seats per table and click on seats to hold (optional)	
Start Player Registration	Assuming printer is setup and tested. We should be able to start registration	
Register Player without Card	For player without players card or if you are not using players card. Be sure Payment, Add-On, Receipts and Seat Player set correctly. Type in Name and click “No Card” button	
Register Player without Card	Receipt should print. Player is assigned a Table and Seat The receipt will show they purchased an Add-On so all the money can be taken at the cage. Will also show the amount of chips they should be receiving.	

Step	Comment	Screen
Register Player with Card	Be sure Payment, Add-On, Receipts and Seat Player set correctly. Scan Card, notice the player number was included with the receipt You can scan the card if the Name field is selected or from the Scan Card Popup 	**Name the Tournament** Sunday, September 22, 2013 6:00 PM **Table:23 Seat:6** Jenkins, Steven 1010 1010 1010 1010 Buy-In: $100.00 Chips: 10,000 Add-On: $10.00 Chips: 5,000 Total: $100.00 Total: 10,000 [redacted] 9/22/2013 8:59 PM 2 Customer Copy
Lookup Player	If a player has a card but not with him you can look up a player from the scan card button. 	
Current Status	You can check Total Seats, Available Seats from Tournament Registration	
List Registered Player	From the players button you can do most functions needed to aid in registration. Reprint Receipt Correct missed Add-On Move Player (to a specific seat) Re-Seat Player	 In reverse order last one enter is at the top
Controlling Player	You can also move a player and see status of tables from the Table button	

Step	Comment	Screen
Tournament Status	The Clock is displaying information as player enter tournament, including prize pool	
Start Tournament	Click on start to start tournament, this can be done from “Tournament Control”, “Tournament Registration” or “Tournament Clock”	
Continue Entering Players	Click on the Details button to display current cash count prize pool and other information Keep entering players at the Cage while tournament directors control tournament Open more tables as needed, remove holds from seats	
Control Tournament	From “Tournament Control” or the clock control the tournament	
Control Tournament	Pause, resume Remove players When Paused, the time left is used to adjust the clock if necessary. You can also move up and down levels then adjust the time left See Quick start w/out Registration for	

Step	Comment	Screen
	controlling from clock	
Busting Players	If during registration you wish to bust a player to free the seat to be resold. Select player click the Out button	
Busting Players	Can also be done from the Table View Select player – click Out button	
Busting Players	After you bust a player, if you do not have “Auto Sell Busted” activated in Setup Maintenance	
Busting Players	Then from the Tables button on Tournament Registration (or Control)	
Busting Players	You must Release the seat to be resold. If “Auto Sell Busted” is activated a busted seat is available to be reused.	
Close Registration	Open Tournament Details, print the tournament details	
Close Tournament	Close the Tournament from Tournament Control window when finished with the tournament	

27 Total Player Tracking During Tournaments

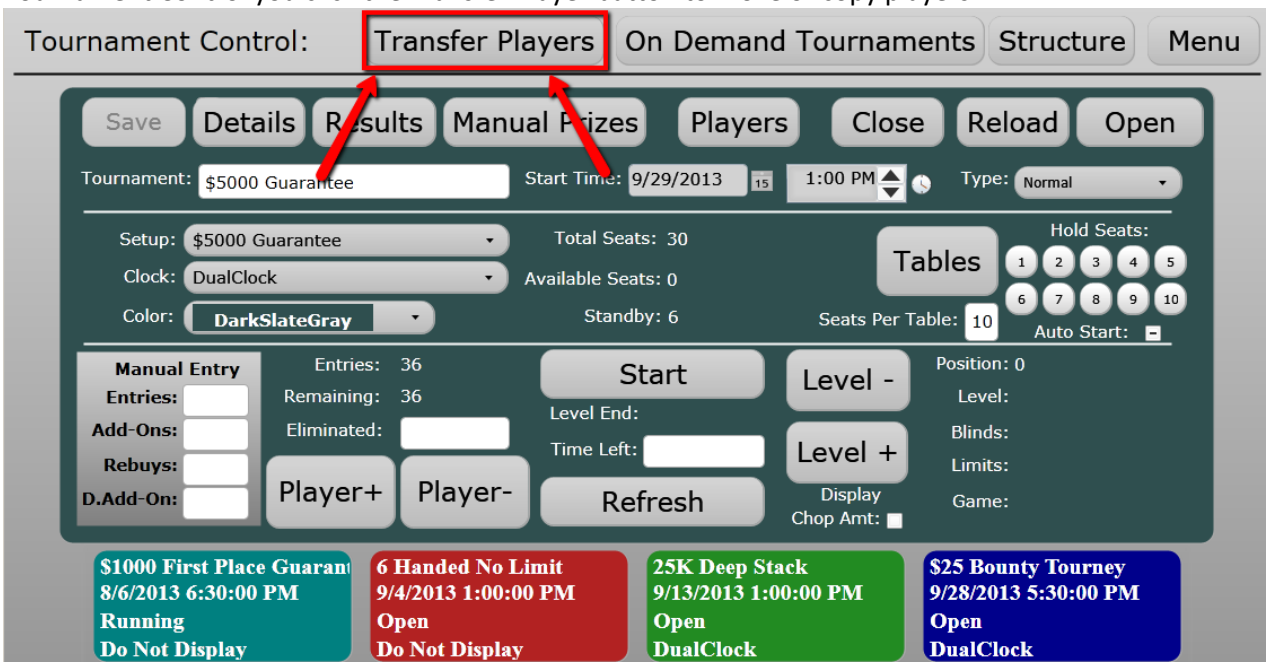
You can use Poker Desk software to track a player through the complete tournament. This method it will keep track of players as they bust and will even auto fill-in the results with a click of a button.

You can use the Break Table button on the tournament table window to break tables. And use the Redraw Tournament button to redraw for final table.

- Register Players with Tournament Registration
  - See Tournament Registration
- Bust players from system when appropriate
  - Player popup or tournament table view
  - See Tournament Table, Table Popup Window
- Use table button to break tables
  - Print individual seat cards or one card with moves
- Manually move player for balancing and enter in system
  - Player popup or tournament table view
- Use table button to redraw seats

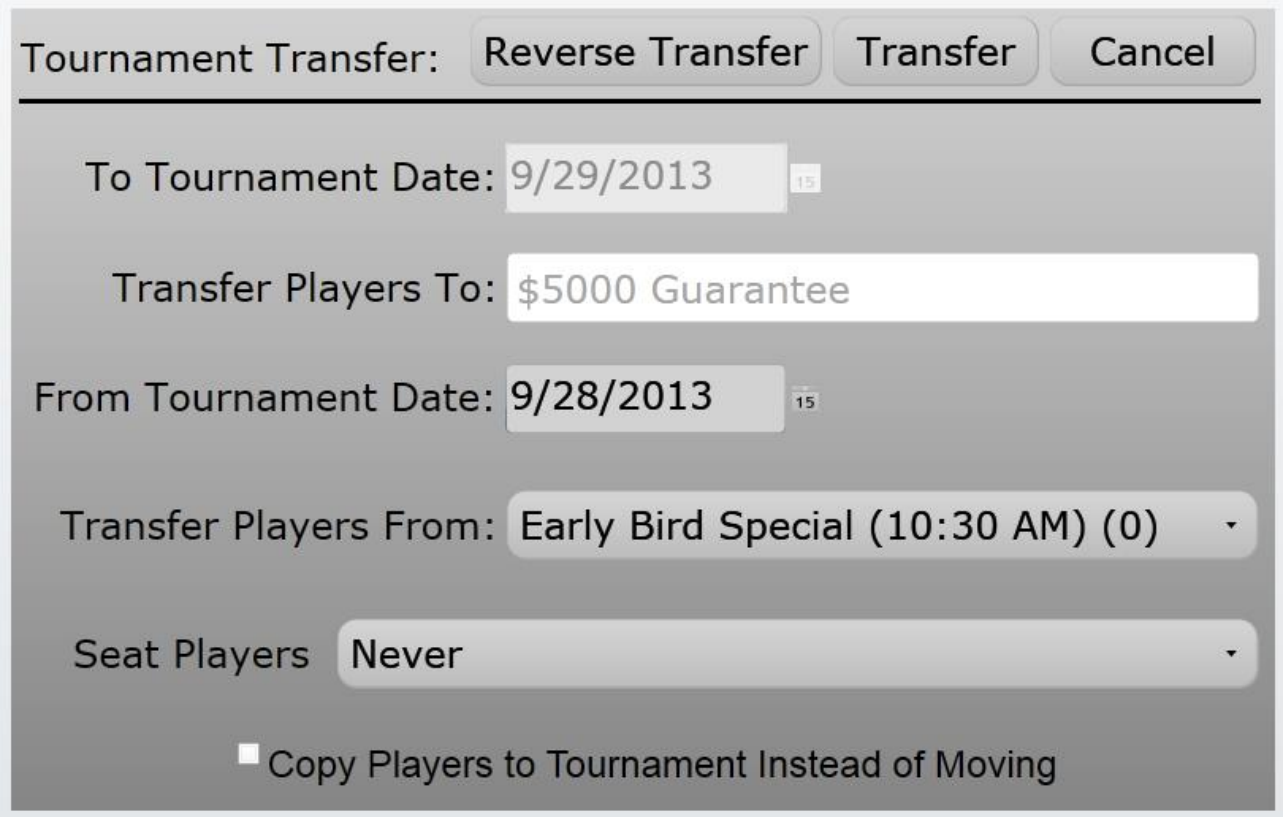
28 Multi-Flight or Multi-Day Tournament Support

Multi-flight support is enabled by moving tournament players from previous flights to next tournament. From Tournament Control you click the Transfer Player button to move or copy players



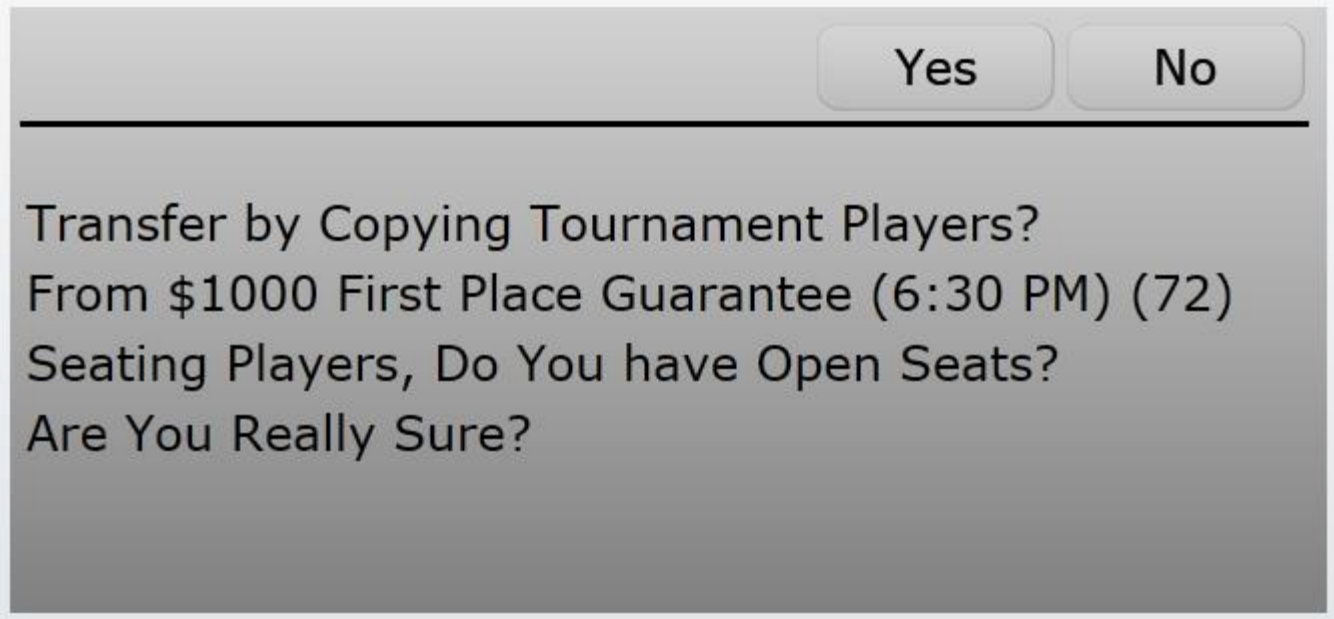
That will bring up the Tournament Transfer Screen.

- Reverse Transfer: reverses a previous transfer
- Transfer: execute transfer as described by options



28.1 Transfer Tournament Options

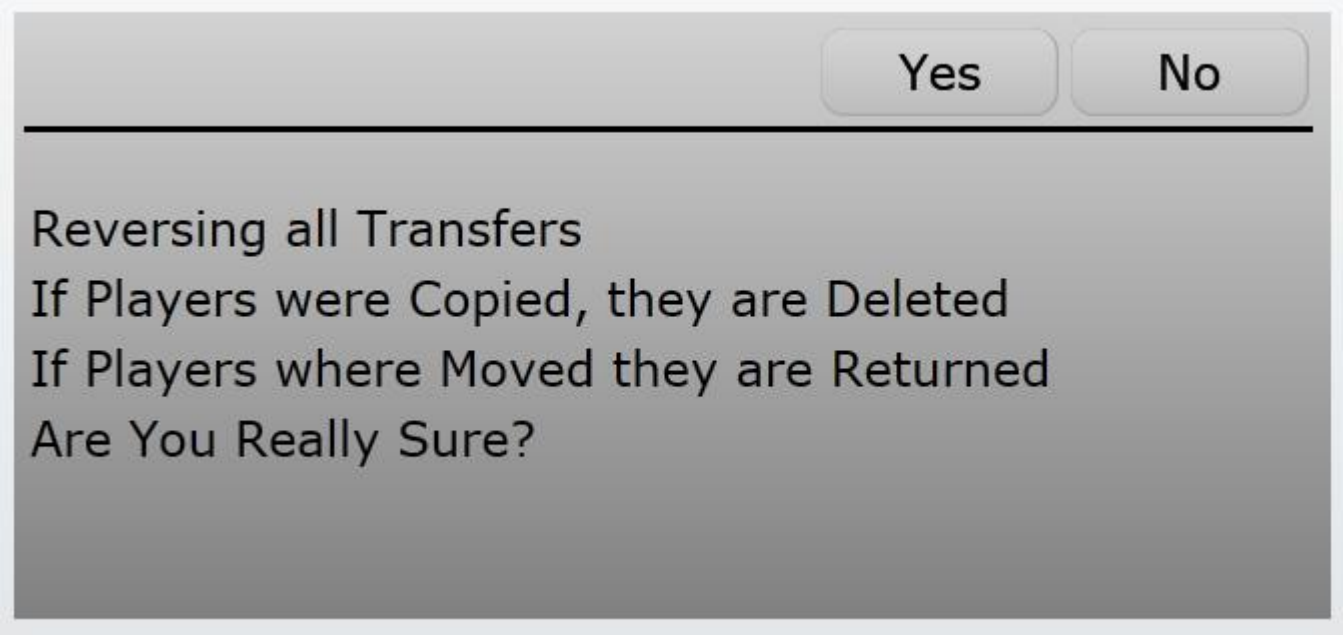
- To Tournament Date: currently selected Tournaments Date
- Transfer Players to: currently select Tournament
- From Tournament Date: specify date where you are moving/copy players from
- Transfer Players From: pick the tournament to transfer from
    - The tournament name will include the time and the number of players
- Seat Players: specify seating options:
    - Never: don't seat
    - When Not Busted from Tournament: any player not busted will be seated
    - When Chip Count > Zero (0): instead of busting all players you can just enter chip counts for players still in tournament
- Copy Players to Tournament Instead of Moving: select this and the players will remain with the first tournament and also be copied to next tournament
- You will be presented with confirmation window before players are transferred


Yes
No
Transfer by Copying Tournament Players?
From $1000 First Place Guarantee (6:30 PM) (72)
Seating Players, Do You have Open Seats?
Are You Really Sure?

28.2 Reverse Tournament Transfer

Selecting this will attempt to reverse all the transfers

- If players were copied, they are deleted (actually just marked as deleted)
- If players were moved, they are moved back
- You can not specify specific tournament to reverse, this will reverse all transfers
- You will be presented with confirmation window before reversing



29 Ad Creation

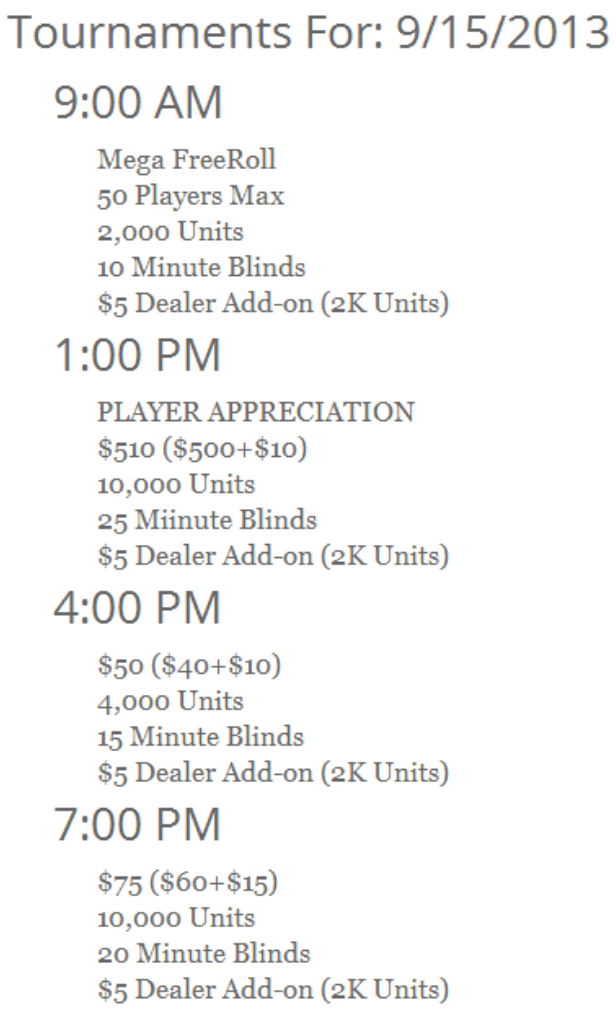
30 Web Access Examples

30.1 Wait List

Name	Tables	Waiting	Interest
1-3 NL Holdem	0		0
500-500 NL Holdem	1	0	
2-5 NL Holdem	0		0
5-10 NL Holdem	0		0
1-3 PL Omaha	0		0

30.2 Today's tournaments

Online can provide tournaments for today



30.3 Tournament Calendar

Can have a monthly tournament schedule with tournament details for future tournaments and winners for previous tournaments.

30.4 Player Ranking can be displayed on website

Monthly Tournament Standings

Multi-Table Point Totals For September 2013

Rank	Player	Cashes	Points
1	Larry B	2	43
2	Billy B	2	35
3	Russ W	3	34
4	Salvatore D	2	32
5	Bozza, Alice	2	29
6	dave	2	27
7	mike C	1	26
7	Samies, Sue	1	26
7	Del Cueto, Ray	2	26
10	Flynn,Don	2	25
11	Scharf, Dave	1	22
12	clark,richard	3	21
13	Orekhov, Vladimir	1	20
13	Falasiri, John	1	20
13	Suarez,Carlos	1	20
13	Blair M	2	20
17	Hayes , Sean	1	19
17	Serino, Alberto	1	19
17	George F	1	19
20	Ron S	1	18

Rank	Player	Cashes	Points
20	John S	1	18
22	Shari	2	17
23	Downing, Julie	2	16
24	Gallo, Mike	1	15
24	S, dARIO	1	15
24	m, Eric	1	15
24	adam B	1	15
24	peter F	1	15
24	Rath, Mike	2	15
24	briandi, bennett	1	15
24	Yates,Omar	1	15
24	q, wade	1	15
24	Litherland, Chip	1	15
24	yiomaiz R	1	15
24	John P	1	15
24	Mike M	1	15
24	Eddie W	1	15
24	charles W	1	15
39	Denise T	1	14
39	Brian Mirras	2	14

31 Reporting

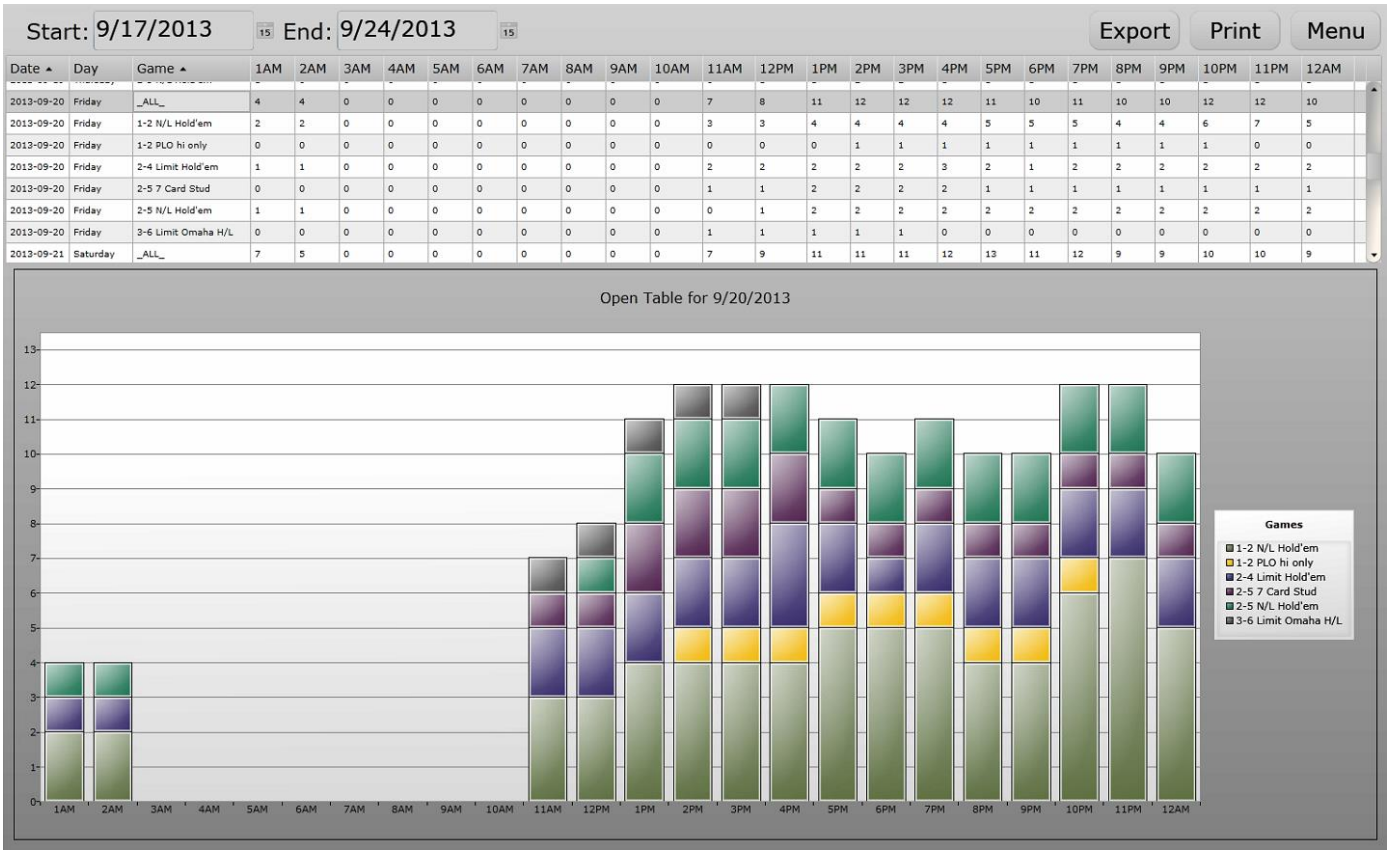
31.1 Open Tables by Hour

Open tables by hour is a real-time analysis of the data that looks at the table open and table closing events to try and determine the number of tables open at any given time. It does not have any supporting data, but gets data from the open and closing of a table. The only value it tracks is open tables. Because this is based on opening and closing tables, end of day personnel should remove people from all list and close all open tables.

Open table by hour defaults to showing the last week of data.

Open Tables by Hour Buttons:

- Start: starting date
- End: ending date
- Export: export data to file
- Print: print data
- Menu: return to the Main Menu.



Date	Day	Game	1AM	2AM	3AM	4AM	5AM	6AM	7AM	8AM	9AM	10AM	11AM	12PM	1PM	2PM	3PM	4PM	5PM	6PM	7PM	8PM	9PM	10PM	11PM	12AM
2013-09-20	Friday	_ALL_	4	4	0	0	0	0	0	0	0	0	7	8	11	12	12	12	11	10	11	10	10	12	12	10
2013-09-20	Friday	1-2 N/L Hold'em	2	2	0	0	0	0	0	0	0	0	3	3	4	4	4	4	5	5	5	4	4	6	7	5
2013-09-20	Friday	1-2 PLO hi only	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	0	0
2013-09-20	Friday	2-4 Limit Hold'em	1	1	0	0	0	0	0	0	0	0	2	2	2	2	2	3	2	1	2	2	2	2	2	2
2013-09-20	Friday	2-5 7 Card Stud	0	0	0	0	0	0	0	0	0	0	1	1	2	2	2	2	1	1	1	1	1	1	1	1
2013-09-20	Friday	2-5 N/L Hold'em	1	1	0	0	0	0	0	0	0	0	0	1	2	2	2	2	2	2	2	2	2	2	2	2
2013-09-20	Friday	3-6 Limit Omaha H/L	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	0	0	0	0	0	0	0	0	0
2013-09-21	Saturday	_ALL_	7	5	0	0	0	0	0	0	0	0	7	9	11	11	11	12	13	11	12	9	9	10	10	9

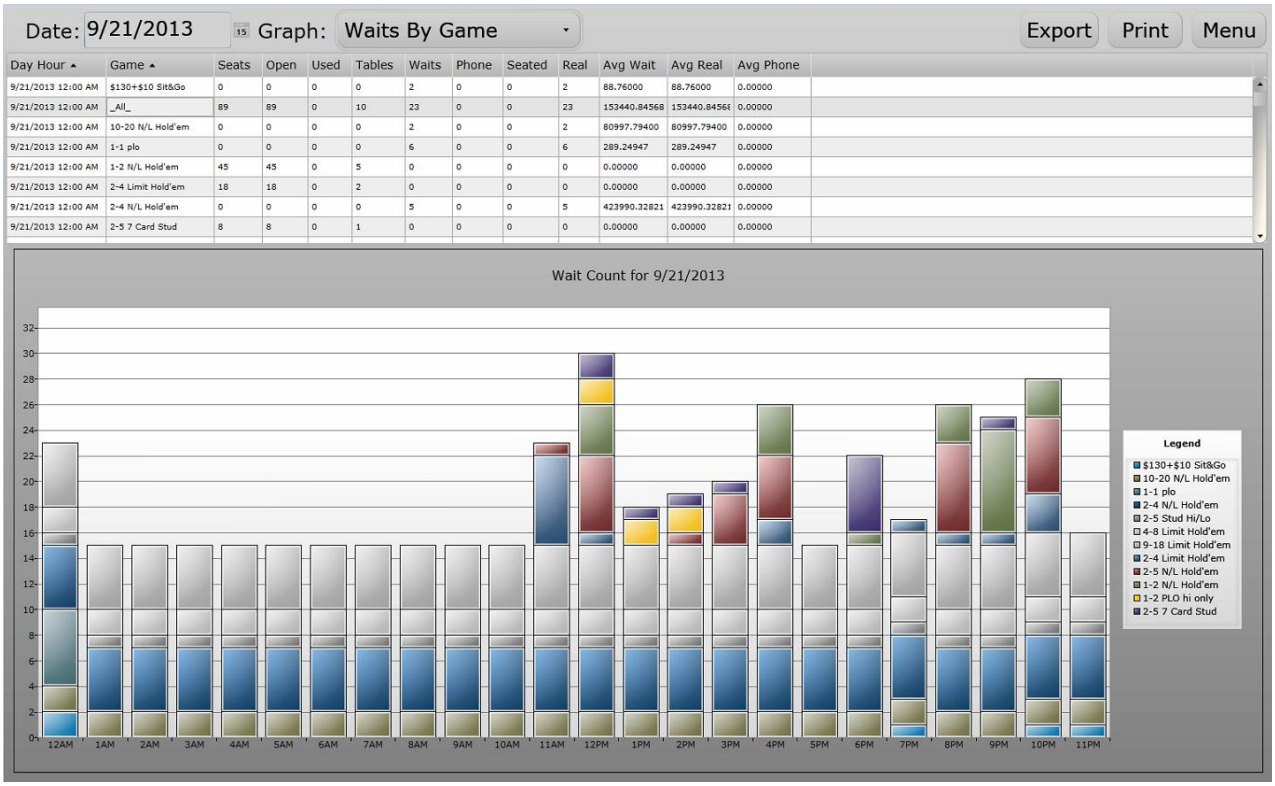
31.2 Wait List Analytics

Wait list analytics must be turned on and runs every hour to analyze the current information. This method captures more detail than the Open Table report, but it requires the execution and analysis of the system every hour. Which means if the program wasn't turned on, didn't run or had an error for a specific hour that data is not captured. The

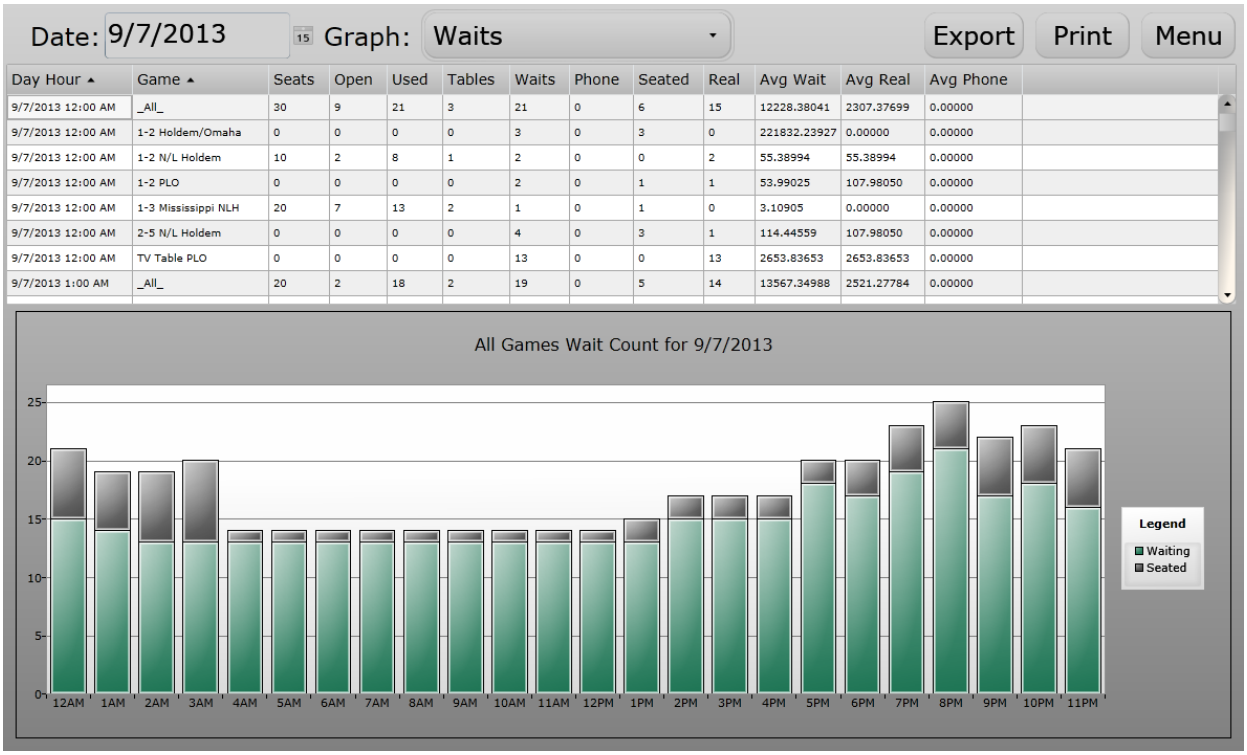
Open Table report is available without addition data being collected. Because this does analysis every hour, staff should be trained to leave the system in a clean state (tables closed no one on the wait list) at the end of day. For some of this information to be accurate you need to be tracking player time and seating player at tables. Without the tracking, information like used seats and open seats are not accurate.

Wait List Analytics Buttons:

- Date: date for report
- Graph: data to view on graph
    - Open Tables
    - Waits
    - Seats
    - Waits by Game
    - Used Seats by Game
- Export: export data to file
- Print: print data
- Menu: return to the Main Menu.



Day Hour	Game	Seats	Open	Used	Tables	Waits	Phone	Seated	Real	Avg Wait	Avg Real	Avg Phone
9/21/2013 12:00 AM	$130+$10 Sit&Go	0	0	0	0	2	0	0	2	88.76000	88.76000	0.00000
9/21/2013 12:00 AM	_All_	89	89	0	10	23	0	0	23	153440.84568	153440.84566	0.00000
9/21/2013 12:00 AM	10-20 N/L Hold'em	0	0	0	0	2	0	0	2	80997.79400	80997.79400	0.00000
9/21/2013 12:00 AM	1-1 plo	0	0	0	0	6	0	0	6	289.24947	289.24947	0.00000
9/21/2013 12:00 AM	1-2 N/L Hold'em	45	45	0	5	0	0	0	0	0.00000	0.00000	0.00000
9/21/2013 12:00 AM	2-4 Limit Hold'em	18	18	0	2	0	0	0	0	0.00000	0.00000	0.00000
9/21/2013 12:00 AM	2-4 N/L Hold'em	0	0	0	0	5	0	0	5	423990.32821	423990.32821	0.00000
9/21/2013 12:00 AM	2-5 7 Card Stud	8	8	0	1	0	0	0	0	0.00000	0.00000	0.00000


Date: 9/7/2013
Graph: Waits
Export
Print
Menu
All Games Wait Count for 9/7/2013
Legend
Waiting
Seated
12AM 1AM 2AM 3AM 4AM 5AM 6AM 7AM 8AM 9AM 10AM 11AM 12PM 1PM 2PM 3PM 4PM 5PM 6PM 7PM 8PM 9PM 10PM 11PM

Day Hour	Game	Seats	Open	Used	Tables	Waits	Phone	Seated	Real	Avg Wait	Avg Real	Avg Phone
9/7/2013 12:00 AM	_All_	30	9	21	3	21	0	6	15	12228.38041	2307.37699	0.00000
9/7/2013 12:00 AM	1-2 Holdem/Omaha	0	0	0	0	3	0	3	0	221832.23927	0.00000	0.00000
9/7/2013 12:00 AM	1-2 N/L Holdem	10	2	8	1	2	0	0	2	55.38994	55.38994	0.00000
9/7/2013 12:00 AM	1-2 PLO	0	0	0	0	2	0	1	1	53.99025	107.98050	0.00000
9/7/2013 12:00 AM	1-3 Mississippi NLH	20	7	13	2	1	0	1	0	3.10905	0.00000	0.00000
9/7/2013 12:00 AM	2-5 N/L Holdem	0	0	0	0	4	0	3	1	114.44559	107.98050	0.00000
9/7/2013 12:00 AM	TV Table PLO	0	0	0	0	13	0	0	13	2653.83653	2653.83653	0.00000
9/7/2013 1:00 AM	_All_	20	2	18	2	19	0	5	14	13567.34988	2521.27784	0.00000

31.2.1 Enabling Analytics on Server

For Analytics to capture data the configuration file for Poker Desk Servers needs to be set. The default should be turned. To start capturing analytics data be sure the following is set in the PokerRoomData.exe.config file after changing this value the service needs to be restarted.

```
<configuration>
 <appSettings>
  <add key="installDirectory" value="c:\PokerDesk\"/>
  <add key="baseAddress" value="{MachineName}/PokerDesk"/>
  <add key="ipaddress" value="0.0.0.0" />
  <add key="port" value="4530"/>
  <add key="policyserver" value="true"/>
  <add key="uploadManager" value="true"/>
  <add key="updateManager" value="true"/>
  <add key="analyticsManager" value="true"/>
  <add key="server" value="{MachineName}"/>
  <add key="logLevel" value="Error"/>
  <add key="logDirectory" value="Logs\"/>
 </appSettings>
....
</configuration>
```

31.3 Player Reports

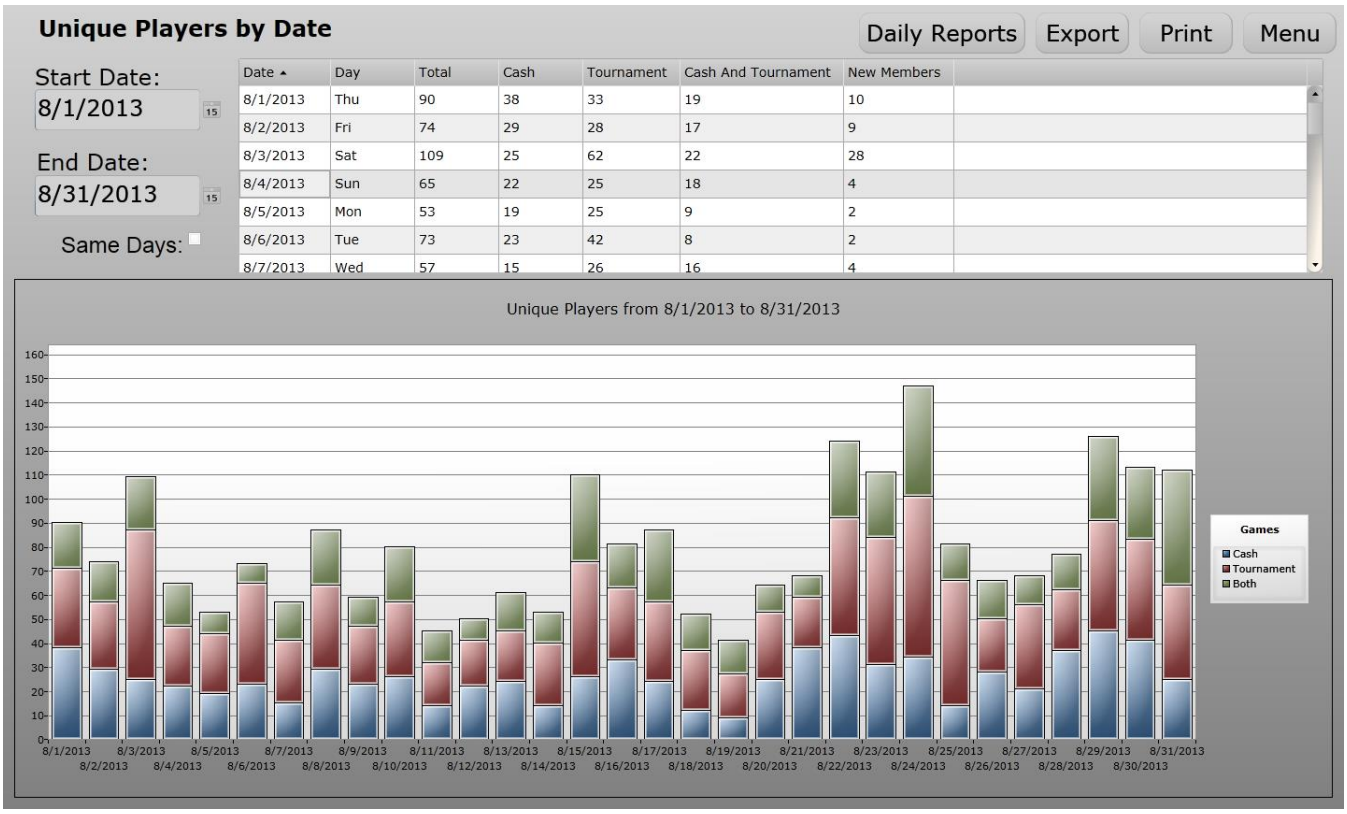
Player reports are executed every day at are run for a day defined by a “StartOfDay” setup variable. The program uses this variable to sum the activity for a day. This analysis can be executed manually or will be executed by the hourly process the does the wait list analytics. As opposed to the wait list analytics that MUST be run on the hour

and if missed the data is not retrievable, the player data reads the player activity data and the tournament activity data to produce the day information. This means you can get prior days information by rerunning the analysis, if for example there was an error. Player reports default to the current month but the date range can be selected.

For Player Report to have data you must be capturing player time. If you are only using wait list without tracking player time there is no player activity and therefore no data to display.

Unique Player by Date Buttons:

- Start Date: start date for report
- End Date: end date for report
- Daily Report: runs daily report
- Export: export data to file
- Print: print data
- Menu: return to the Main Menu.



Setup: Maintenance

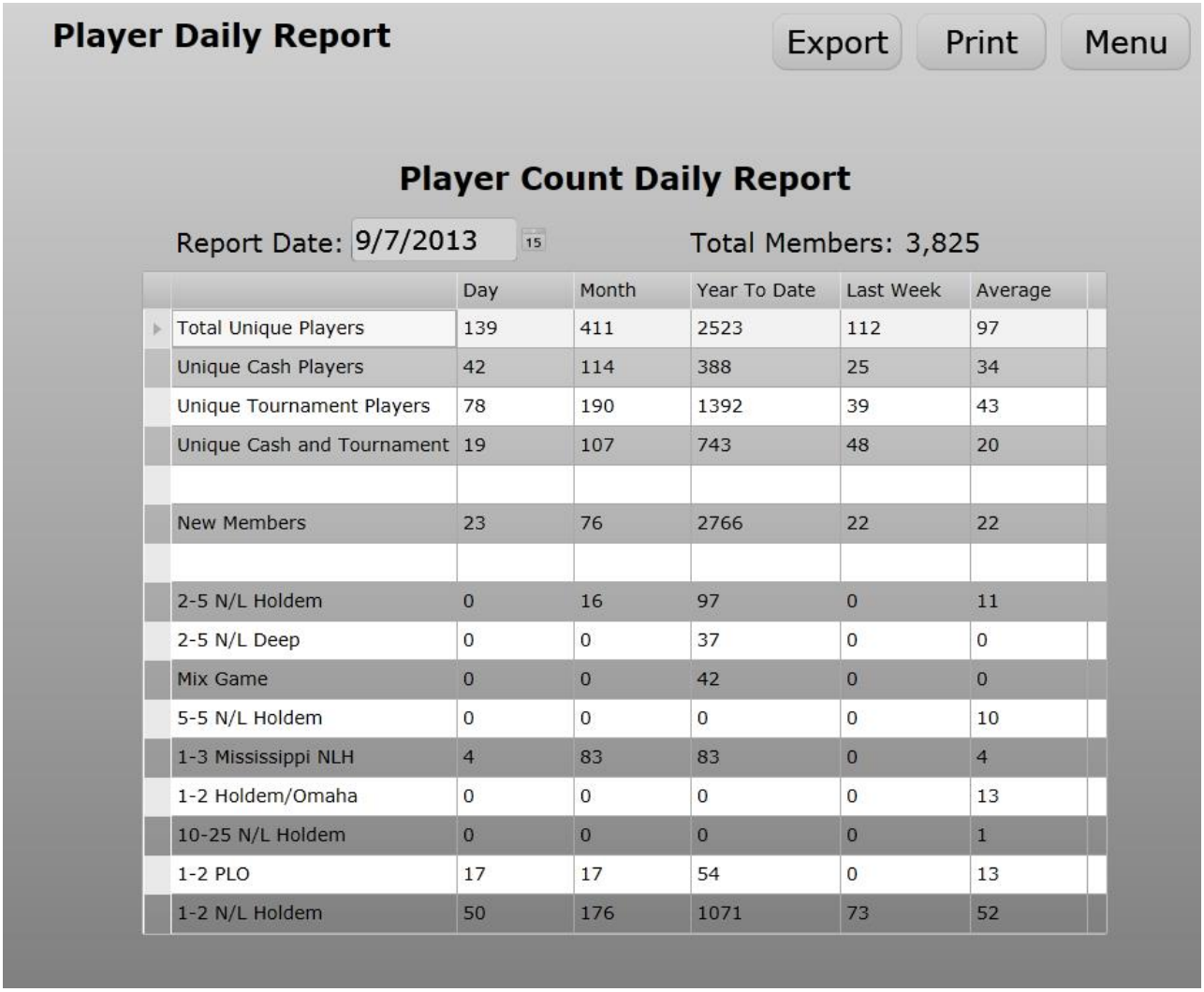
Type	Name	Value (Example)	Comments
Reports	StartOfDay	7	Hour that starts the day, defaults to 7 if not set
Reports	RunETL	True	Must be Active and True and Analytics running to create daily summaries

31.4 Daily Reports

The Daily Report gives information for a specific date and is dependent on the player report data. The player report data it is dependent on tracking player activity and using register players. The daily report uses the summary data and information from the player report data to produce a report containing totals for month to date, year to date, last week and average amounts.

Player Daily Report Buttons:

- Report Date: date for report
- Export: export data to file
- Print: print data
- Menu: return to the Main Menu.



	Day	Month	Year To Date	Last Week	Average
Total Unique Players	139	411	2523	112	97
Unique Cash Players	42	114	388	25	34
Unique Tournament Players	78	190	1392	39	43
Unique Cash and Tournament	19	107	743	48	20
New Members	23	76	2766	22	22
2-5 N/L Holdem	0	16	97	0	11
2-5 N/L Deep	0	0	37	0	0
Mix Game	0	0	42	0	0
5-5 N/L Holdem	0	0	0	0	10
1-3 Mississippi NLH	4	83	83	0	4
1-2 Holdem/Omaha	0	0	0	0	13
10-25 N/L Holdem	0	0	0	0	1
1-2 PLO	17	17	54	0	13
1-2 N/L Holdem	50	176	1071	73	52

31.5 Player Marketing

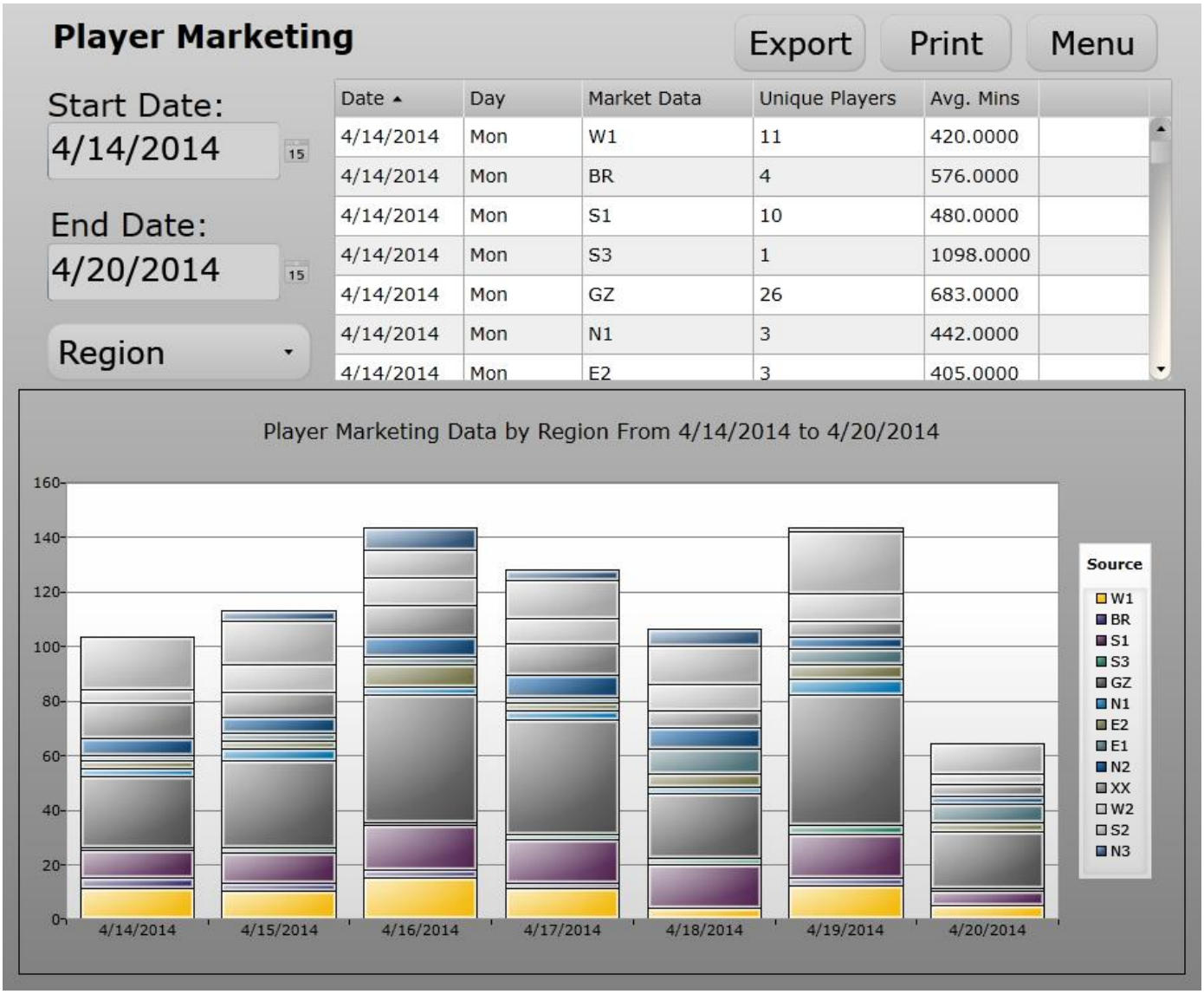
The Marketing Report gives information for player activity by day broken into player data.

Marketing Data Points:

- Player City
- Player State
- Player Zip
- Player Region

Player Daily Report Buttons:

- Report Date: date for report
- Export: export data to file
- Print: print data



31.6 Tournament Reports

If the Poker Room is tracking tournament winners, then the tournament report will give you player ranking for a selected period.

Tournament Player Ranking Buttons:

- Current Month: select current month
- Last Month: select last month
- Current Year: select this year
- Last Year: select last year
- Custom: set start date and end date manually before clicking
- Start Date: starting date for report
- End Date: ending date for report
- Print Player Alias: when printing use Alias
- Print Total Tournaments Played: include the total tournaments when printing
- Export button: export data for custom printing and analysis
- Print button: print the report

Rank	Player	Cashes	Points	Played	Percent	Phone	Email Address
1	Dominic B	13	981	23	56.52		
2	andre Y	9	592	12	75.00		
3	Luis D	4	573	7	57.14		
4	Ryan G	5	502	15	33.33		
4	Stephane B	6	502	12	50.00		
6	Bill K	4	469	13	30.77		
7	GUMPY	6	452	11	54.55		
8	Nick B	5	411	9	55.56		
9	Khaosman	6	403	10	60.00		
10	Julien A	4	402	8	50.00		
11	David G	3	381	3	100.00		
12	Brahm B	3	380	5	60.00		
13	Rafi 911	5	378	7	71.43		
14	Josee T	4	376	17	23.53		
15	Rene-Philippe N	2	374	2	100.00		
16	marina F	3	361	3	100.00		
17	Theo P	4	341	7	57.14		
18	Rickey A	5	316	15	33.33		
19	Herb V	4	311	11	36.36		
20	Mr L	4	310	11	36.36		
21	sermar	3	294	6	50.00		
22	jerry F	2	291	2	100.00		

32 Poker Room Management

32.1 Employee Maintenance

Used for employee logins and to keep information about employees. Planned enhancements for future versions of Poker Desk.

32.2 Poker Room Functions

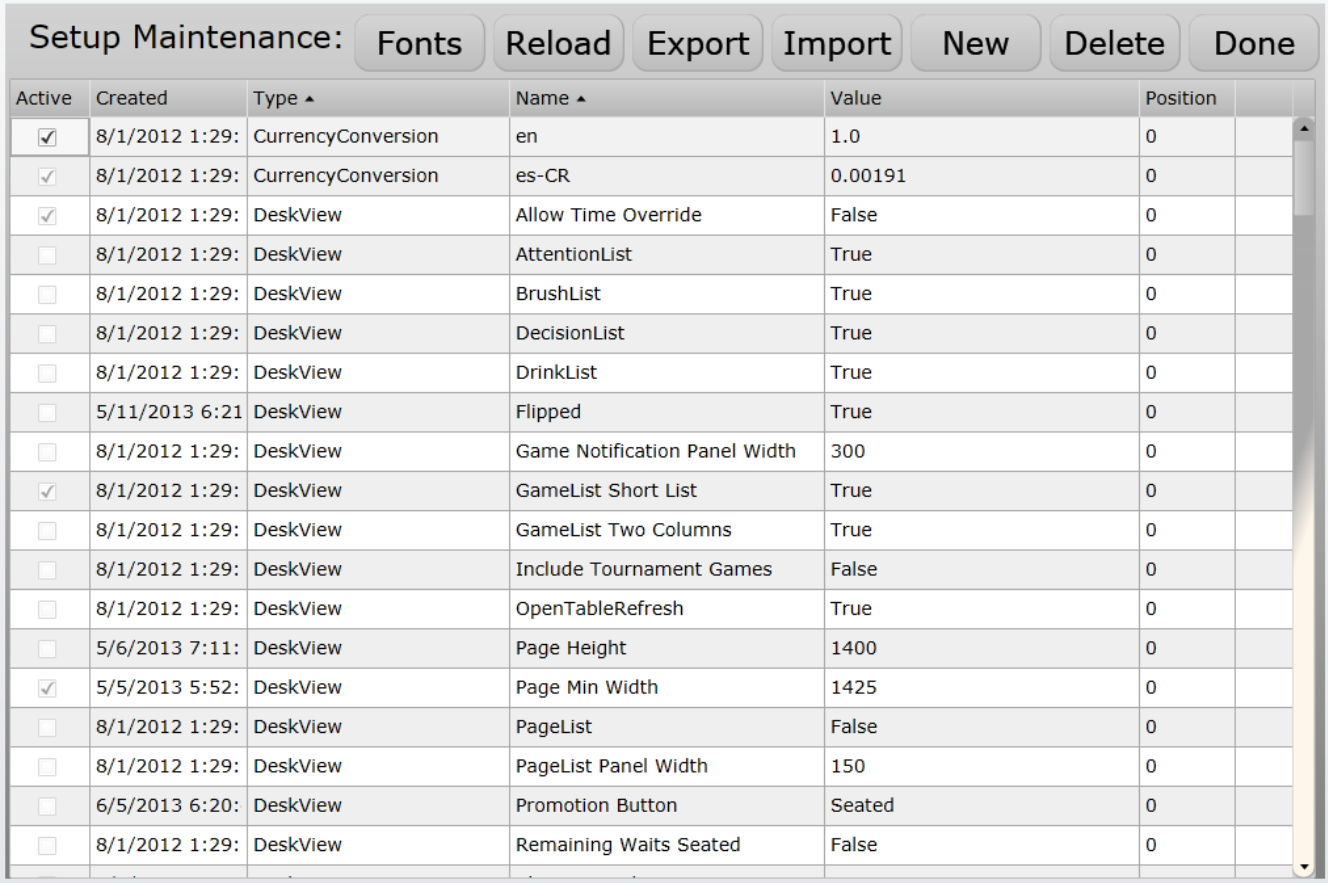
Contains some specific functionally for the Poker Room staff including. This also includes some functionality that is under development or final location for the functionality has yet to be determined.

- Print Custom Cards
- Promotional Maintenance
- Player Random Drawing

33 Setup Maintenance

33.1 Setup Maintenance Window

Most of the configuration options are changed in the setup window. This is controlled by Manager Mode, the default password is blank. Changes must be reloaded before they take effect, and some changes require a restart to the Poker Desk Service.



Active	Created	Type	Name	Value	Position
☑	8/1/2012 1:29:	CurrencyConversion	en	1.0	0
☑	8/1/2012 1:29:	CurrencyConversion	es-CR	0.00191	0
☑	8/1/2012 1:29:	DeskView	Allow Time Override	False	0
☐	8/1/2012 1:29:	DeskView	AttentionList	True	0
☐	8/1/2012 1:29:	DeskView	BrushList	True	0
☐	8/1/2012 1:29:	DeskView	DecisionList	True	0
☐	8/1/2012 1:29:	DeskView	DrinkList	True	0
☐	5/11/2013 6:21	DeskView	Flipped	True	0
☐	8/1/2012 1:29:	DeskView	Game Notification Panel Width	300	0
☑	8/1/2012 1:29:	DeskView	GameList Short List	True	0
☐	8/1/2012 1:29:	DeskView	GameList Two Columns	True	0
☐	8/1/2012 1:29:	DeskView	Include Tournament Games	False	0
☐	8/1/2012 1:29:	DeskView	OpenTableRefresh	True	0
☐	5/6/2013 7:11:	DeskView	Page Height	1400	0
☑	5/5/2013 5:52:	DeskView	Page Min Width	1425	0
☐	8/1/2012 1:29:	DeskView	PageList	False	0
☐	8/1/2012 1:29:	DeskView	PageList Panel Width	150	0
☐	6/5/2013 6:20:	DeskView	Promotion Button	Seated	0
☐	8/1/2012 1:29:	DeskView	Remaining Waits Seated	False	0

33.2 Create New Entry

Clicking the New button will create a new entry in the setup maintenance table.

33.3 Entry Fields

Field Name	Usage
Active	Specifies if the entry is currently active.
Created	Date and time entry was created
Type	Type of entry is used to group entries into related values
Name	Name for this entry
Value	Value assigned to this entry
Order	For repeating entries this is used for specifying display order

33.4 Deleting Entries

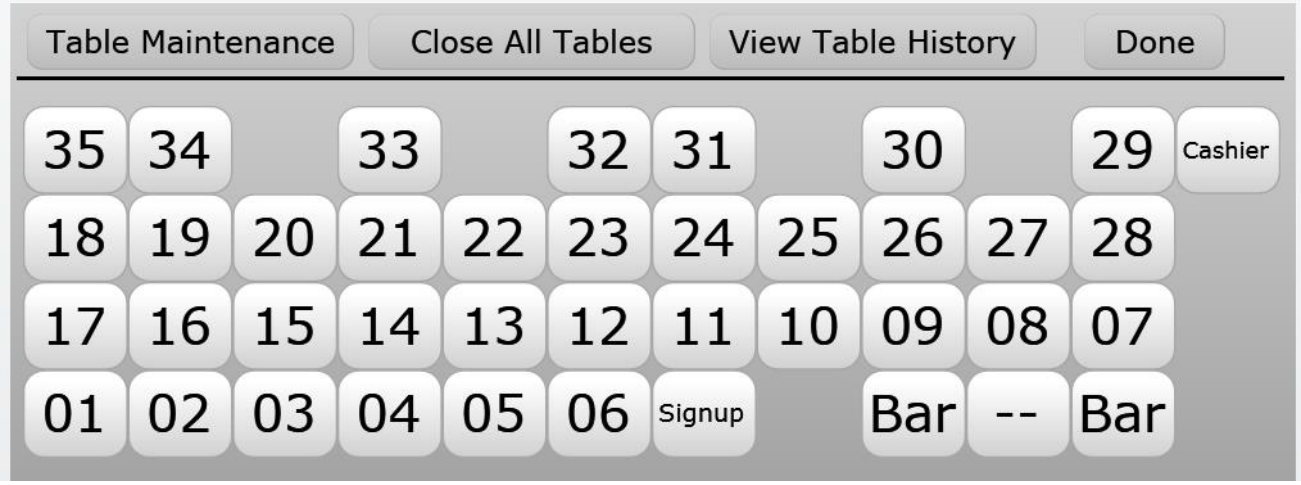
To permanently delete an entry select the entry in the setup table and click the delete button. This will remove the entry. Entry can be in-activated instead of deleting if the entry will be used in the future.

33.5 Editing Entry

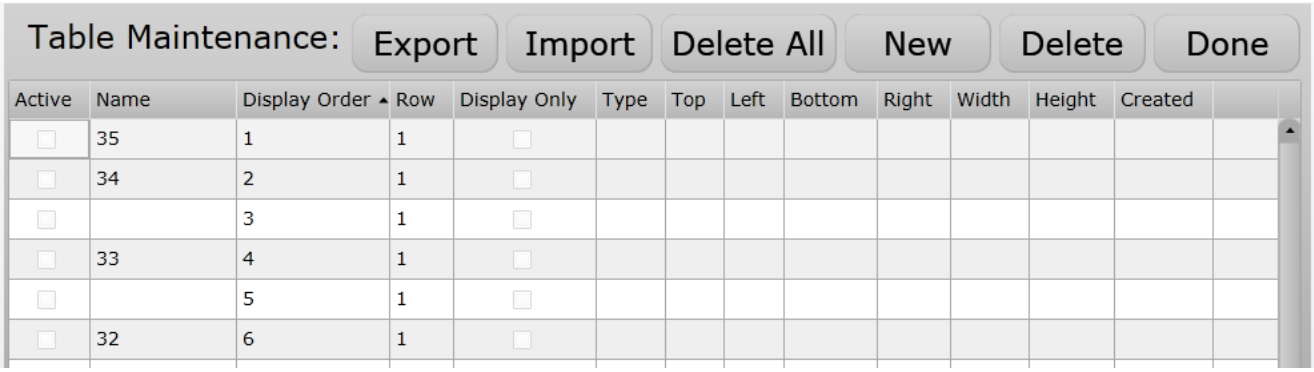
To edit an entry select the entry and double click a column to put the table in edit mode. Type in the new information and step off the row. This will commit the record back to the database

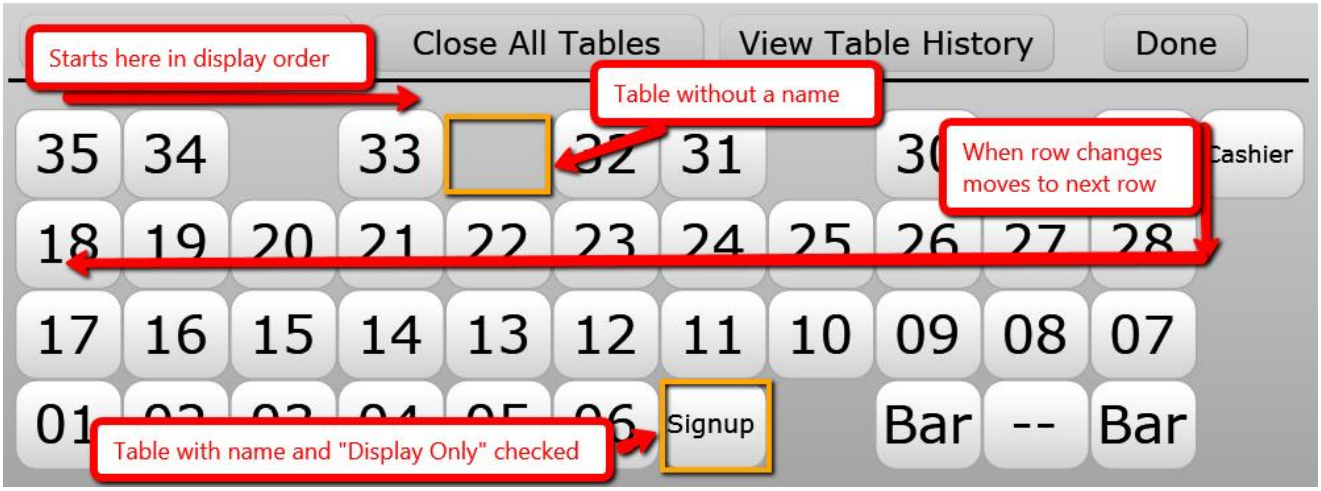
34 Table Maintenance

Table maintenance is setup during installation and should not need to be changed. You get to table maintenance from the Games window. Table maintenance can be used to arrange the poker tables in a similar to the actual layout of the poker room. After changing the table layout, you have to exit Desk View and return to see the updated layout. During configuration, lust going back to Game Maintenance the returning will show you the work in progress. Poker Desk will be happy to help you setup the tables to match your layout as close as possible.



The Table list is read in Display Order, producing a new line when the row changes. Starting at the top and working down the page. To produce a space have a line without a name. To have a name for a landmark (cannot be clicked), enter a name and select Display Only.

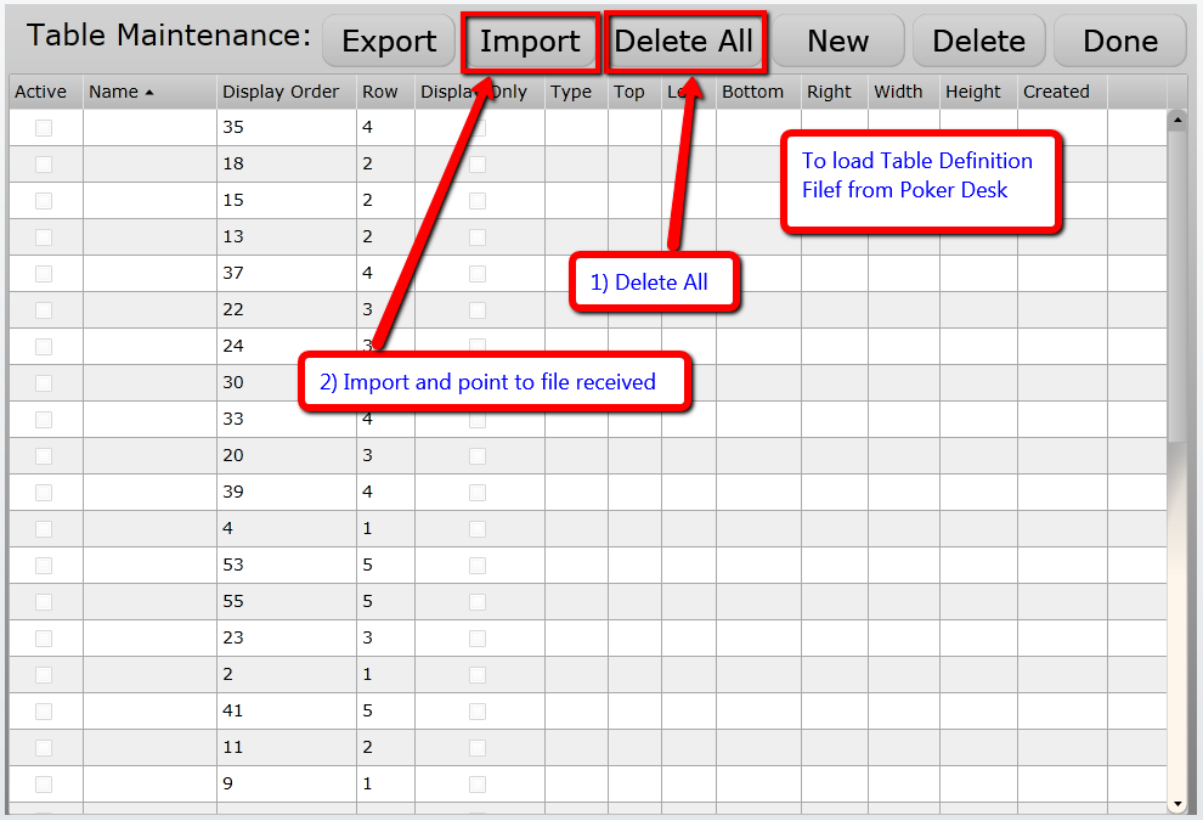



Starts here in display order
Close All Tables
View Table History
Done
Table without a name
When row changes moves to next row
Cashier
35 34 33 31 18 19 20 21 22 23 24 25 26 27 28 17 16 15 14 13 12 11 10 09 08 07
Signup
Bar -- Bar
Table with name and "Display Only" checked

34.1 Importing Tables to Poker Desk

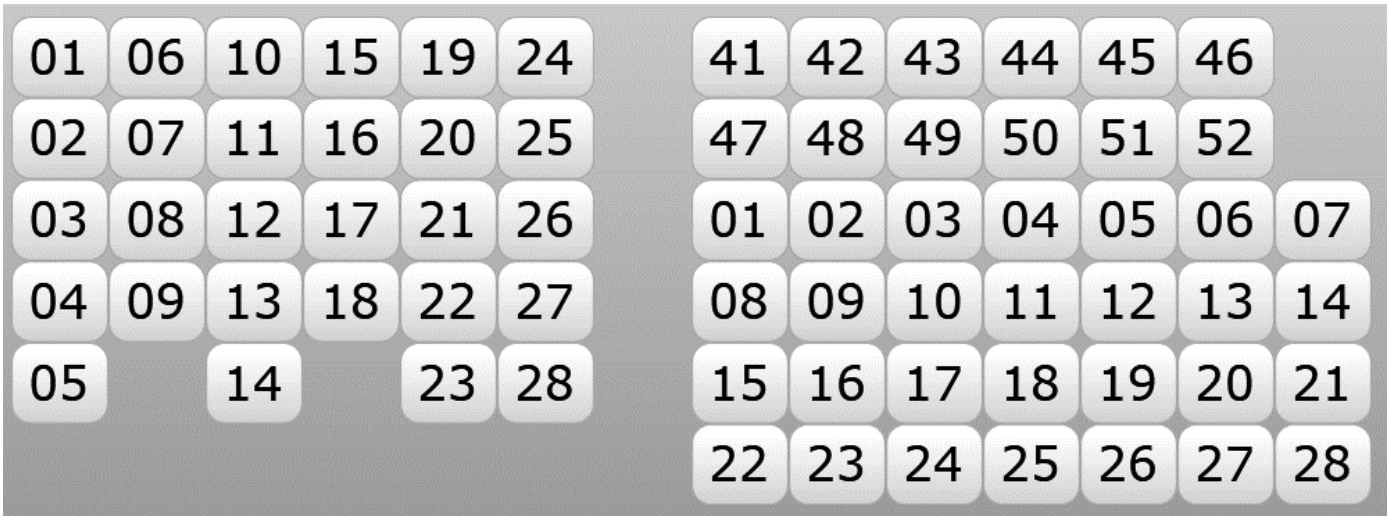
If you received a table file from Poker Desk, go to table Maintenance Delete ALL then Import the new table definitions.

DeskView->Games->Tables->Table Maintenance

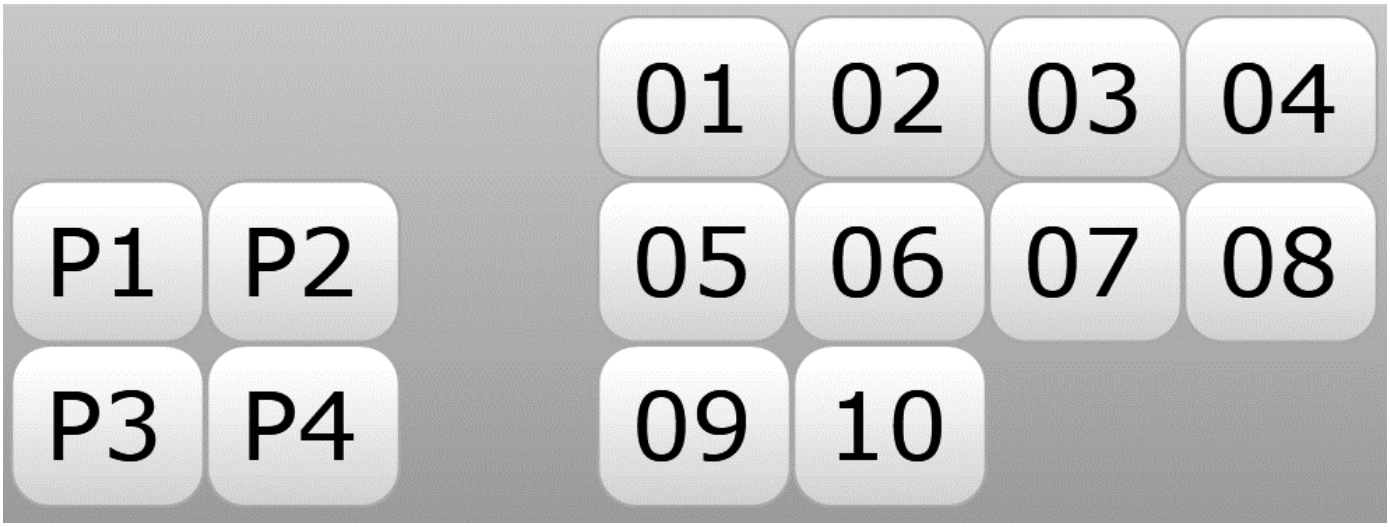


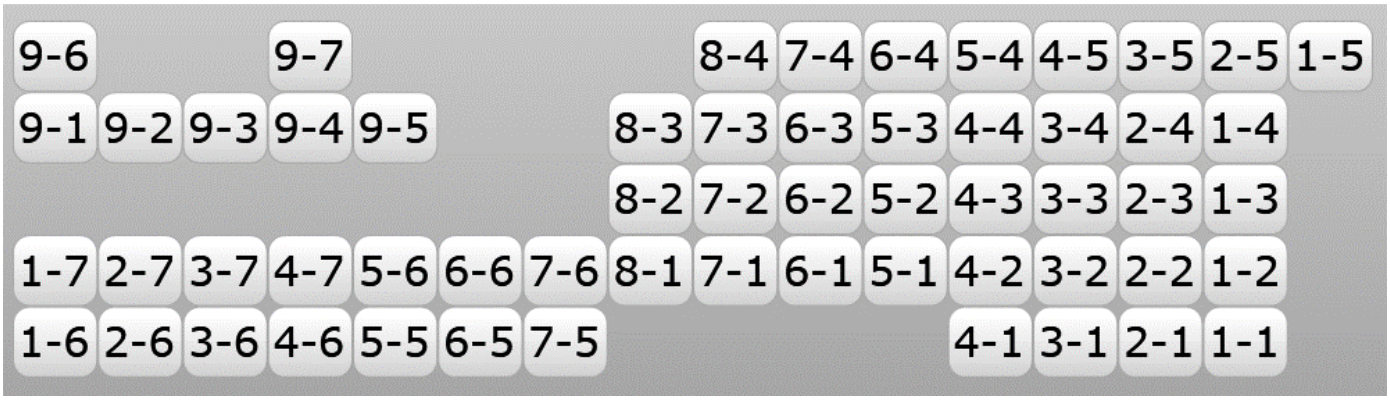
34.2 Some Examples

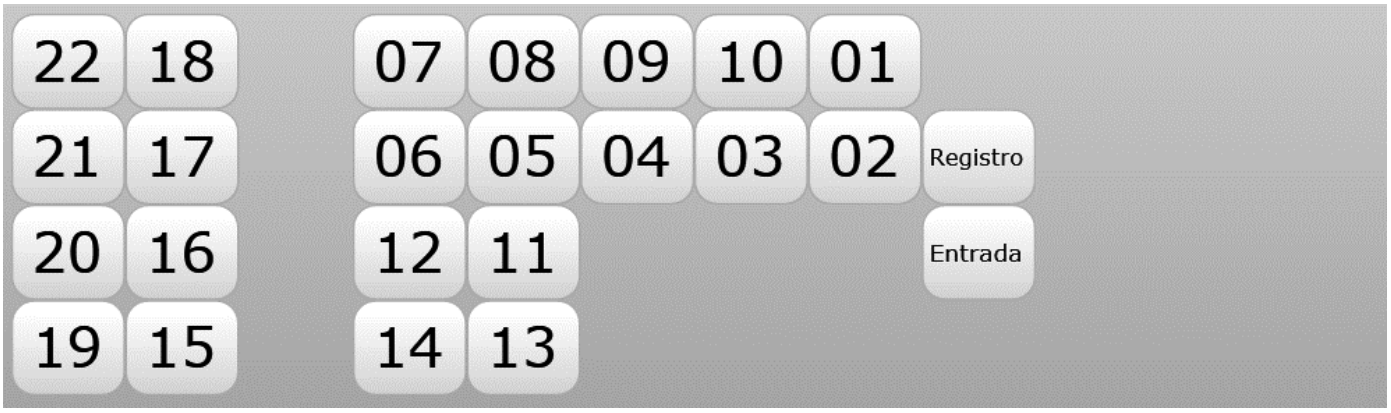
These examples can be loaded from "C:\PokerDesk\Defaults\Tables"

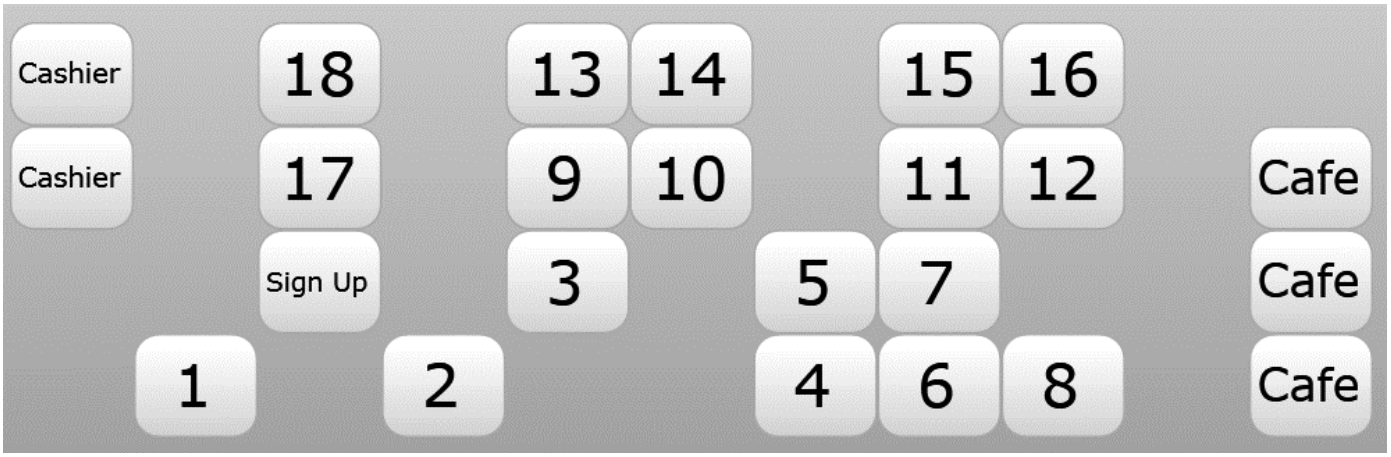


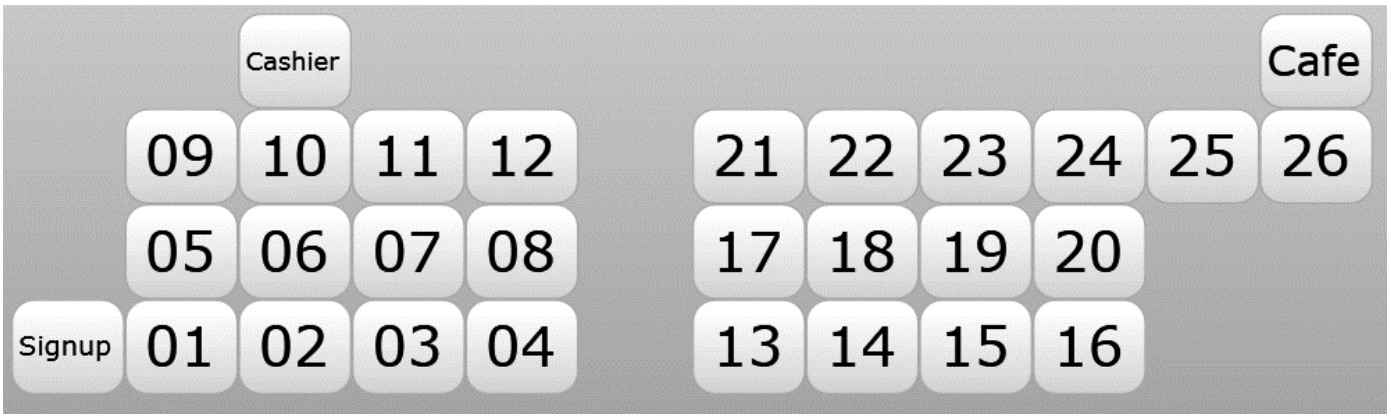
They will adjust the buttons to be as big as possible in the space.











35 Printer Setup

Basic settings are selecting a Printer to use and a Print Definition to use for Receipts and Player Cards. The printer can be changed for a named instance of Poker Desk and the Print Definitions can be changed for each Printer.

35.1 Printing Receipts and Seat Cards

Instance is selected during login, or defaulted to IP address. A Named Instance of Poker Desk can only use "LocalPrinter".

35.1.1 Configuration Options

Setup: Maintenance

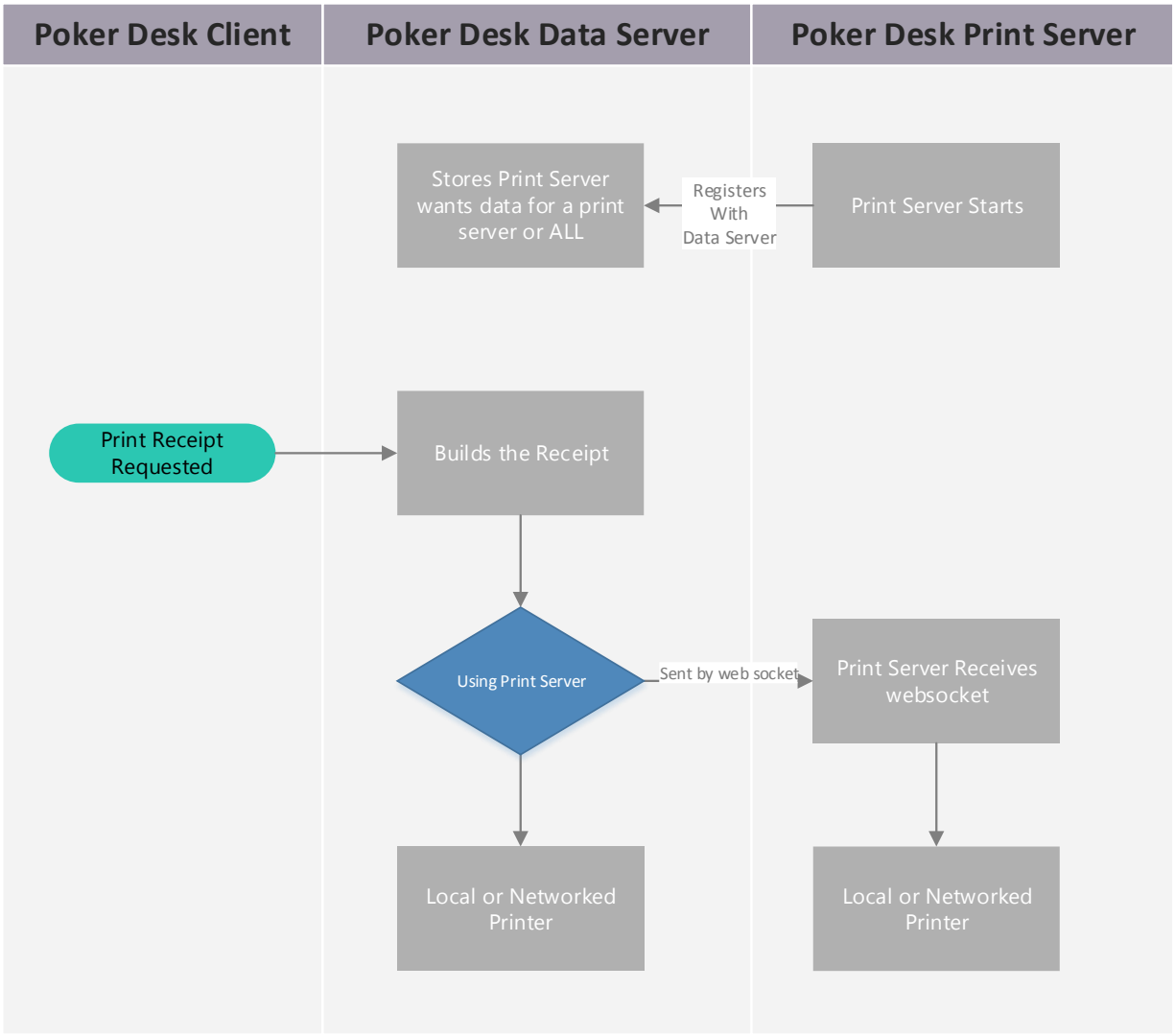
Type	Name	Value (Example)	Comments
Printer	Receipt	Zebra GX420d - ZPL	Printer to use for Receipts (unless changed)
{POKERDESKCOMPUTER}	Printer:Receipt	{PrinterName}	Change Printer for this instance
Receipts	Customer Copy	SeatReceipt	Print Definition of Customer Ticket
Receipts	Dealer Copy	SeatReceipt	Print Definition of Dealer Ticket
Receipts	Cashier Copy	SeatReceipt	Print Definition of Cashier Ticket
Receipt	Print Setup	SeatReceipt	Print Setup Definition to use if Customer, Dealer or Cashier not specified
Receipt	Print Setup:{PrinterName}	SeatReceipt-LocalPrint	Print Setup if Different for printer (could be LocalPrinter)

35.1.2 Receipt Print Server

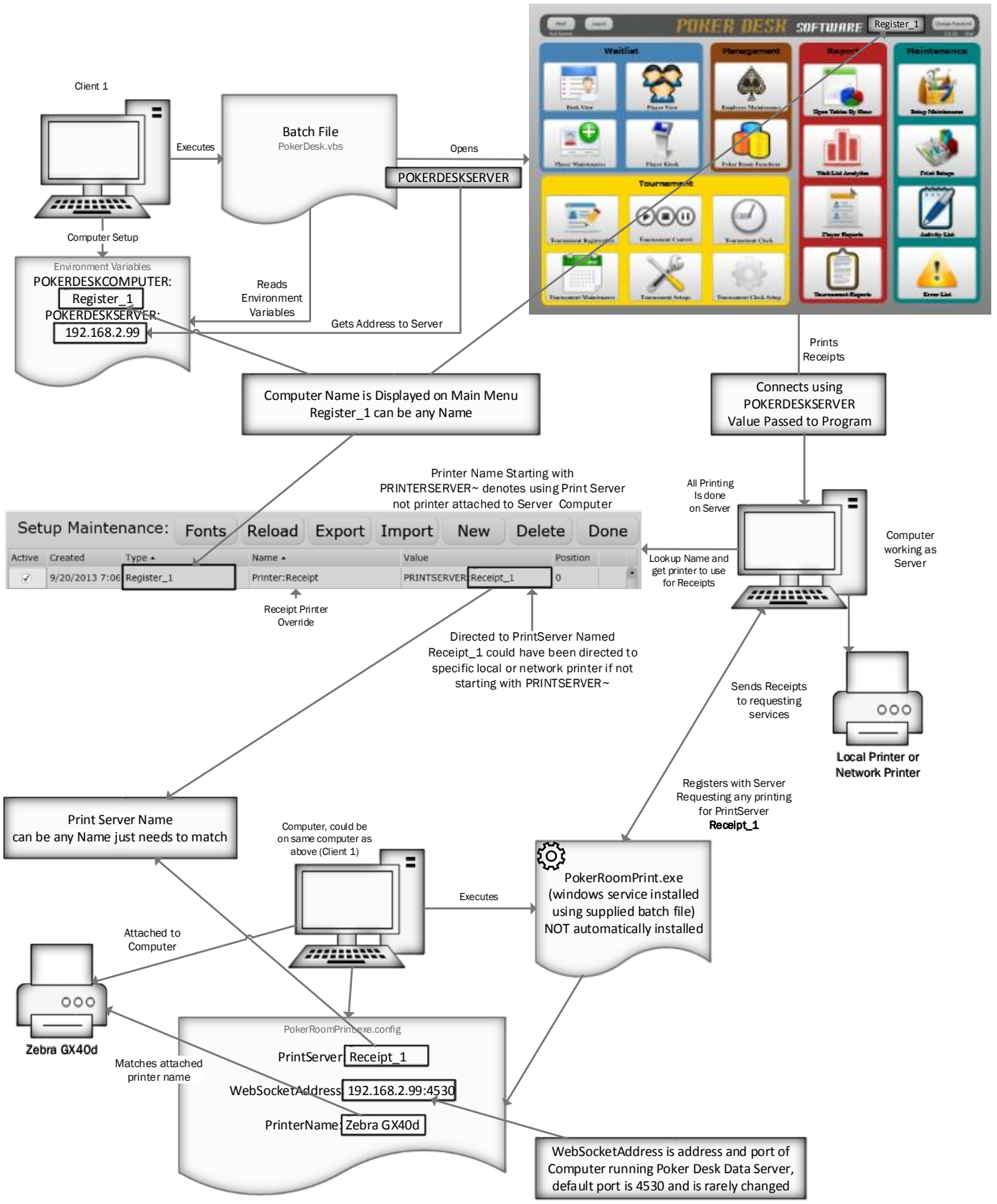
All receipt printing is done from the perspective of the server. This is because Poker Desk is actually a web page, calling web services and communicating real-time updates with web sockets. Web pages normally cannot print to a local printer without user intervention. Poker Desk includes a print server that is designed to even print from a server on the web.

It is recommended because of the extra service that your first choice would be using a wireless or Ethernet printer attached to the Data Server instead of the Poker Desk Print Server. The printer server is an installation option available to solve unique requirements.

Print Server Flow


Poker Desk Client
Poker Desk Data Server
Poker Desk Print Server
Stores Print Server wants data for a print server or ALL
Registers With Data Server
Print Server Starts
Print Receipt Requested
Builds the Receipt
Using Print Server
Sent by web socket
Print Server Receives websocket
Local or Networked Printer
Local or Networked Printer

Poker Desk Print Server or Printer Redirection Setup



Steps to setup the Poker Desk print server

- Connect and install printer to computer that you want to use as a print server
- Install PokerDesk on the computer, DataServer is not required.
- In the c:\PokerDesk\bin directory edit the "PokerRoomPrint.exe.config"
    - You need to set the websocketaddress to the server name
    - You need to make a name for this printer or just do "ALL" if you will only have one printer using a print server. You can use any name for a PrintServer
    - Put the name of the local printer in the file
        - <?xml version="1.0" encoding="utf-8"?>
        - <configuration>
        - <appSettings>
        - <add key="**WebSocketAddress**" value="127.0.0.1:4530"/>
        - <add key="**PrintServer**" value="All"/>
        - <add key="**PrinterName**" value="Zebra GX420t - Wireless" />
        - <add key="NumberOfLoops" value="6"/>
        - <add key="StartupDelay" value="500"/>
        - <add key="SendPingInMinutes" value="2"/>
        - <add key="ReplyPingInSeconds" value="5"/>
        - <add key="ReconnectAttempts" value="11"/>
        - <add key="logLevel" value="Error"/>
        - <add key="logDirectory" value="c:\\PokerDesk\\Logs\\"/>
        - </appSettings>
        - </configuration>
- Install the Print Server Service
    - Run the batch file "c:\pokerdesk\bin\InstallPrintServer.bat"
- Check to be sure the service is running and that it connected to the server by checking the logs in c:\PokerDesk\Logs files to be sure it connected to the server
- Setup Poker Desk Software to use a Print Server
    - If all clients are using same Print Server (you might start with this for testing)
        - Set the following Values in Setup Maintenance
            - Type: Printer
            - Name: Receipt
            - Value: PRINTSERVER~{NameForPrintServer}
              (this should match PrintServer value in "PokerRoomPrint.exe.config")
    - If specifying a specific client to use specific printer
        - Be sure a setup the environment variable so we know which computer we are redirecting see "Pointing the client to the Server" on how to setup computer Name.
        - Set the value for the specific client to use specific printer. The only difference between specify a printer server and specify a specific printer: printer servers named as PRINTSERVER~{ NameForPrintServer }
            - Type: {POKERDESKCOMPUTER}
            - Name: Printer:Receipt
            - Value: PRINTSERVER~{NameForPrintServer}
              (this should match PrintServer value in "PokerRoomPrint.exe.config")

Client Environment variables used by default batch files:
POKERDESKCOMPUTER = this is the name of this client, only needed for redirecting printers.
POKERDESKSERVER = this is the address of the Poker Desk Server

Normal system setting for printer

Type	Name	Value (Example)	Comments
Printer	Receipt	Zebra GX420d - ZPL	Printer to use for Receipts (unless changed)
Printer	Receipt	PRINTSERVER~Receipt_A	Use Print Server_A as default for printing Receipts
{POKERDESKCOMPUTER}	Printer:Receipt	{PrinterName}	Change Printer for this instance

***Start a Print Server interactively, this should not be used as the print server was changed to run as a service*.

See PrintServerStartup.vbs
Shell.Run "c:\PokerDesk\Bin\PokerDesk /PrintServerForm /WebSocketAddr=127.0.0.1:4530 /LocalPrinter=""Zebra GX420d - ZPL"" /PServerPrinter=All /LogDirectory=C:\PokerDesk\Logs"
Poker Desk Executable Options

Type	Name	Value (Example)	Comments
PokerDesk	PrintServerForm	/PrintServerForm	Startup Poker Desk Software as a local Print Server
PokerDesk	WebSocketAddr	/WebSocketAddr=127.0.0.1:4530	Connect to Poker Desk Server at address 192.0.0.1:4530 (local computer standard Poker Desk web socket address
PokerDesk	LocalPrinter	/LocalPrinter=”” Zebra GX420d - ZPL""	Name of the local printer to use to print receipts (Double Quotes so name can have spaces
PokerDesk	PServerPrinter	/PServerPrinter=All	Print Receipts for this printer (All matches all named print servers printers) This name matches the name following “PRINTSERVER~” in the setup maintenance
PokerDesk	LogDirectory	/LogDirectory=c:\PokerDesk\Logs	Location to put log files

There is some support for printing to the local server when using program in high security mode – LocalPrinter prints locally and uses default printer

35.1.3 Defining Tournament Receipts

Tournament receipts configuration is done at the Print Setup screen. Receipts contain different potential values but use the same command to construct receipt. Receipts only print black text.

Poker Desk contains the following Tournament receipts:

Receipt	Data Field	Default	Comments
Receipt	TPLAYER	SeatReceipt, SeatReceiptDinner	Printed for customer, dealer and cashier copies
Payout	Parameters (Payout)	TournamentPayout	Printed for tournament payouts
Player Move	Parameters (Player Move)	SeatMovePlayer	Printed for individual player seat moves when breaking tables

Receipt	Data Field	Default	Comments
Table Break	Parameters (Table Break)	SeatMoveTable	Printed for single receipt when breaking or redrawing tournaments

Optional Parameters and fields by Receipt types

Receipt	Name	Value (Example)	Comments
All	Parameters.{field}	Parameters.TotalAmount	This is the format to specify a Parameter field
Receipt	RECEIPTTYPE	Customer/Dealer	Contains English version for receipts, for different languages specify separate receipts for Customer/Cashier/Dealer
Receipt	RECEIPTNUMBER	1232-13123-12311-132	Unique number for receipt
Receipt	TOTALAMOUNT	400.00	Total amount including add-ons
Receipt	TOTALCHIPS	10,000	Total chips including add-ons
Receipt	TOTALADDONAMOUNT	10.00	Amount of Add-on's purchased
Receipt	TOTALADDONCHIPS	2,000	Total Add-on chips purchased
Receipt	Tournament.{field}		Any Tournament Information see, tournament fields in List of Values
Receipt	Player.{field}		Any Player Information see, player fields in List of Values
Receipt	Table.{field}		Any Table Information see, table fields in List of Values
Receipt	Seated.{field}		Any Seat Information see, seat fields in List of Values
Receipt	TPlayer.{field}		Any Tournament Player Information see, tournament player fields in List of Values
Payout	TOURNAMENTNAME		Tournament Name
Payout	TOURNAMENTSTARTTIME		Tournament Start time
Payout	PLACE		Tournament Place
Payout	AMOUNT		Amount for Place
Payout	PLAYERNAME		Only if specified Player
Payout	PLAYERNUMBER		Only if specified Player
Payout	ALIAS		Only if specified Player
Player Move	TOURNAMENTNAME		Tournament Name
Player Move	TOURNAMENTSTARTTIME		Tournament Start time
Player Move	TABLENAME		Destination Table
Player Move	SEATNUMBER		Destination Seat Number
Player Move	PLAYERNAME		Player Name
Player Move	PLAYERNUMBER		Player Number
Player Move	TOURNAMENTNUMBER		Player's tournament number
Player Move	FROMTABLESEAT		From Table and Seat
Player Move	TOTABLESEAT		To Table and Seat
Player Move	ALIAS		Player's Alias

Receipt	Name	Value (Example)	Comments
Table Break	TOURNAMENTNAME		Tournament Name
Table Break	TOURNAMENTSTARTTIME		Tournament Start time
Table Break	FROMTABLE		From Table
Table Break	PLAYER_{SEAT}		Player Name
Table Break	SEATMOVE_{SEAT}		From Seat to table and seat
Promotion	POINTSREDEEMED		Information used for Promotion receipts
Promotion	RECEIPTTYPE		Information used for Promotion receipts
Promotion	RECEIPTNUMBER		Information used for Promotion receipts
Promotion	Comments		Information used for Promotion receipts

Receipts support the following controls:

Field	Name	Value (Example)	Comments
Control	Image		Display an Image
Control	Information		True if next level has ante
Control	Border		Always True
Control	Text		True if this Clock is Display Only
Control	Line		Draws a line
Control	QRCODE		print a QRCODE with the information or text
Control	Barcode		print a barcode with information or text
Control	PageBreak		for multipage reports goes to next page

Specifying location on page: all of the controls have a location and size on the page the follow explains the relationship between Left, Right, Top, Bottom, Width and Height.

Control	Name	Value (Example)	Comments
Image	Left	15	Left Margin upper left location (Required)
Image	Top	15	Top Margin upper left location (Required)
Image	Right	0	If Right Margin is blank, Width is used for the width of the control. If not blank then width is calculated as Right – Left
Image	Width	179	
Image	Bottom	0	If Bottom Margin is blank, Height is used for the height of the control. If not blank then height is calculated as Bottom – Top
Image	Height	116	

Image Control Setup Options

Control	Name	Value (Example)	Comments
Image	Position	Drawing Order	Position control order of drawing to give the desired effect
Image	Name	Logo	Information to explain purpose
Image	Control	Image	This is an image control
Image	Left	15	See specifying location top of this section
Image	Right	0	
Image	Top	15	

Control	Name	Value (Example)	Comments
Image	Bottom	0	
Image	Width	179	
Image	Height	116	
Image	Value	PokerRoomLogo.png	Name of the Image File, should be located in the C:\PokerDesk\Image directory on the Poker Desk Server
Image	Trigger		Used for conditionally displaying Text See Trigger Field Options, not always available

Information Control Setup Options, see table for possible values

Control	Name	Value (Example)	Comments
Information	Position	Drawing Order	Position control order of drawing to give the desired effect
Information	Name	Blinds	Information to explain purpose, can be anything to help understand what is displayed
Information	Control	Information	This is an Information Control
Information	Left	15	See specifying location top of this section
Information	Right	0	
Information	Top	15	
Information	Bottom	0	
Information	Width	179	
Information	Height	116	
Information	Value	SmallBig10K	Name of the Field see values used for specific receipt types
Information	Text	“Label:”	If label is specified, information and label are concatenated and displayed, can also use label to display multiple values by adding fields surrounded by ‘~’. (~NextBreakText~ Break in) the value for the field in Value is added at the end if not blank
Information	H Alignment		N/A
Information	V Alignment		N/A
Information	Align/Border	Left, Right, Center	Align text in specified location
Information	Background/Format	{0:0,0}	Format String to use on information (sample format adds commas to number) works on the Field specified in Value only
Information	Font	Calibri	Font Name
Information	Font Size	60	Font size
Information	Font Weight	Normal/Bold	Font Weight to use
Information	Font/Border Color	UPPER	If has UPPER for font color uppercase information
Information	Trigger		Used for conditionally displaying Text See Trigger Field Options, not always available

Text Control Setup Options

Control	Name	Value (Example)	Comments
Text	Position	Drawing Order	Position control order of drawing to give the clock the desired effect
Text	Name	Ante Title	Information to explain purpose, can be anything to help understand what is displayed
Text	Control	Text	This is an Text Control
Text	Left	15	See specifying location top of this section
Text	Right	0	
Text	Top	15	
Text	Bottom	0	
Text	Width	179	
Text	Height	116	
Text	Value		N/A
Text	Text	“Ante:”	Text to Display
Text	H Alignment		N/A
Text	V Alignment		N/A
Text	Align/Border	Left, Right, Center	Location of text in area
Text	Background/Format		N/A
Text	Font	Calibri	Font Name
Text	Font Size	60	Font size
Text	Font Weight	Normal/Bold	Font Weight to use
Text	Font/Border Color		N/A
Text	Trigger	Break	Used for conditionally displaying Text See Trigger Field Options

Border/Line Options

Control	Name	Value (Example)	Comments
Border/Line	Position	Drawing Order	Position control order of drawing to give the desired effect
Border/Line	Name	Box	Information to explain purpose, can be anything to help understand what is displayed
Border/Line	Control	Border or Line	This is an Border Control
Border/Line	Left	70	See specifying location top of this section
Border/Line	Right	0	
Border/Line	Top	270	
Border/Line	Bottom	0	
Border/Line	Width	630	
Border/Line	Height	350	
Border/Line	Font Size	4	Size of the Border
Border/Line	Trigger		Used for conditionally displaying Text See Trigger Field Options

QRCODE / Barcode Control Setup Options, see table for possible values

Control	Name	Value (Example)	Comments
QRCODE / BarCode	Position	Drawing Order	Position control order of drawing to give the desired effect
QRCODE / BarCode	Name	Blinds	Information to explain purpose, can be anything to help understand what is displayed
QRCODE / BarCode	Control	QRCODE or BarCode	Type of Control
QRCODE / BarCode	Left	15	See specifying location top of this section
QRCODE / BarCode	Right	0	
QRCODE / BarCode	Top	15	
QRCODE / BarCode	Bottom	0	
QRCODE / BarCode	Width	179	
QRCODE / BarCode	Height	116	
QRCODE / BarCode	Value	Player_Number	Name of the Field see values used for specific receipt types
QRCODE / BarCode	Text	“Label:”	If label is specified, information and label are concatenated and displayed, can also use label to display multiple values by adding fields surrounded by ‘~’. (~NextBreakText~ Break in) the value for the field in Value is added at the end if not blank
QRCODE / BarCode	H Alignment		BarCode Multiplier (Wider) 1,2,3
QRCODE / BarCode	V Alignment		BarCode Used for Rotation <> Blank Rotate
QRCODE / BarCode	Align/Border		BarCode: Text located below = Blank yes
QRCODE / BarCode	Background/Format	{0:0,0}	Format String to use on information (sample format adds commas to number) works on the Field specified in Value only
QRCODE / BarCode	Font		N/A
QRCODE / BarCode	Font Size		N/A
QRCODE / BarCode	Font Weight		N/A
QRCODE / BarCode	Font/Border Color		N/A
QRCODE / BarCode	Trigger		Used for conditionally displaying Text See Trigger Field Options, not always available

PageBreak Control Setup Options

Control	Name	Value (Example)	Comments
Payout	Position	Drawing Order	Position control order of drawing to give the desired effect
Payout	Name	Next Page	Information to explain purpose, can be anything to help understand what is displayed
Payout	Control	PageBreak	This is an Payout Control

Type	Name	Value (Example)	Comments
Printer	Receipt	Zebra GX420d – ZPL	Printer to use for Receipts (unless changed) – LocalPrinter prints locally and uses default printer
{InstanceName}	Printer:Receipt	{PrinterName}	Change Printer for this instance
Receipts	Customer Copy	SeatReceipt	Default Setup for Customer Copy
Receipts	Dealer Copy	SeatReceipt	Default Setup on Dealer Copy
Receipts	Cashier Copy	SeatReceipt	Default Setup on Cashier Copy
Receipts	Redeem Points	Redeem Points	Default Setup for Voucher Receipts
Receipt	Print Setup	SeatReceipt	Print Setup Definition to use
Receipt	Print Setup:{PrinterName}	SeatReceipt-LocalPrint	Print Setup if Different for printer (could be LocalPrinter)

35.2 Printing Player Cards

Instance is selected during login, or defaulted to IP address. An Instance of Poker Desk can only use "LocalPrinter" if the instance can be identified by an IP address or Instance Name entered at login.

35.2.1 Configuration Options

Setup: Maintenance

Type	Name	Value (Example)	Comments
Printer	PlayerCard	Zebra P120i Card Printer	Printer to use for PlayerCards (unless changed) – LocalPrinter prints locally and uses default printer
{InstanceName}	Printer:PlayerCard	{PrinterName}	Change Printer for this instance
PlayerCard	Create with Tournament Entry	True/False	Create PlayerCard with creating tournament entry
PlayerCard	Driver	Zebra or Receipt	Driver to use for printing
PlayerCard	Print Setup	PlayerCard	Report Definition to use (unless changed)
PlayerCard	Print Setup:{Driver}	PlayerCard – Receipt	Report Definition Changed by Driver
PlayerCard	10 Second Delays	10	Number of 10 second delays before dumping player from print queue

36 Activity List

Read only list displaying all the point activities across all players. Requires manager rights.

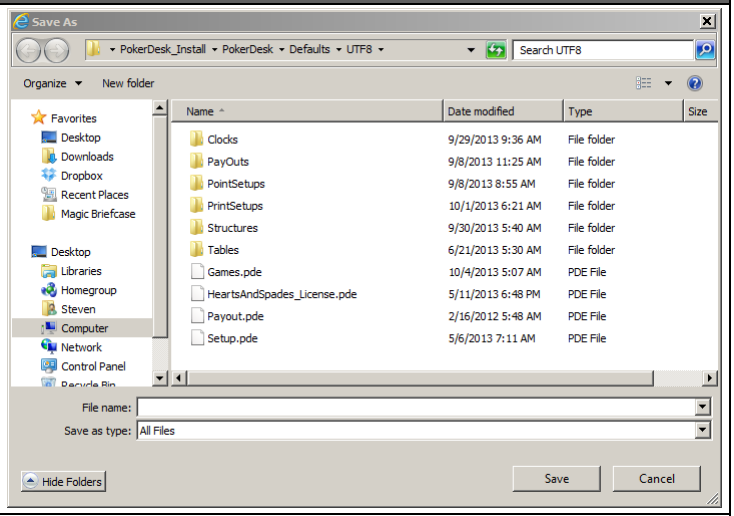
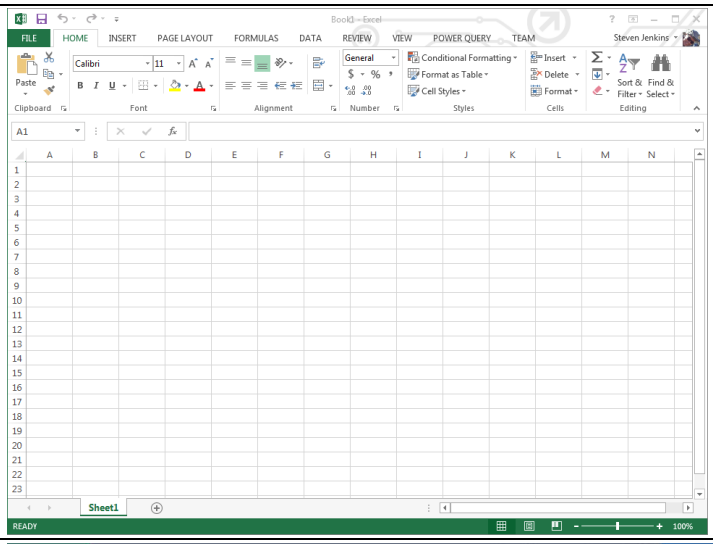
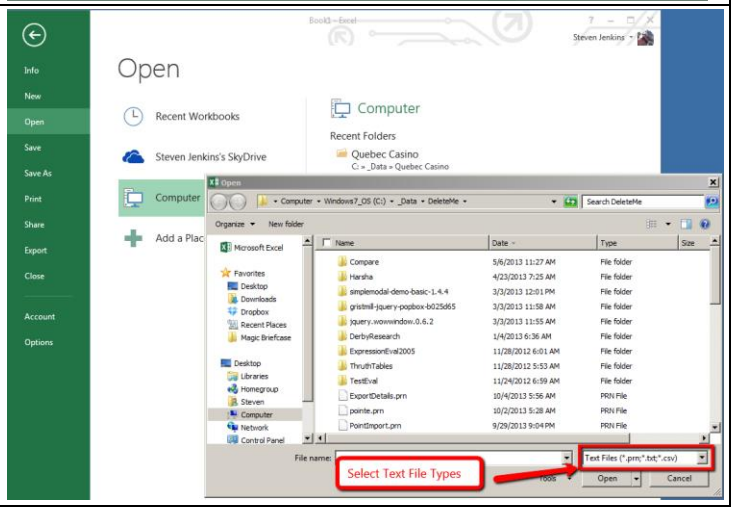
Activities:

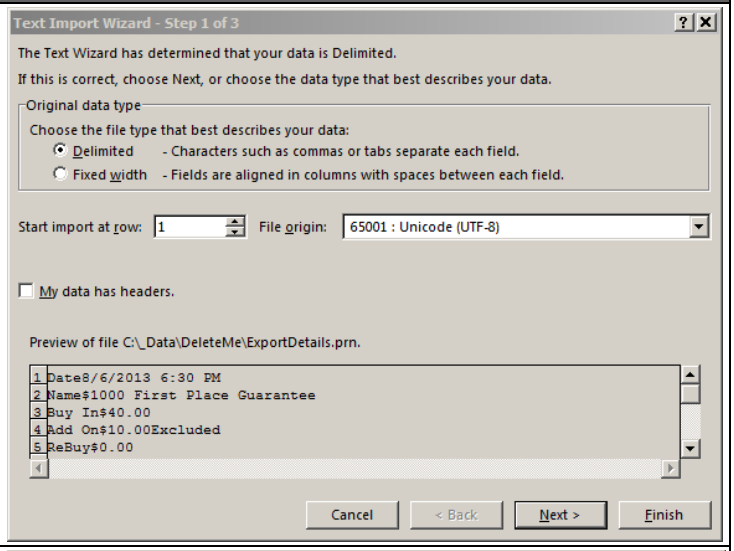
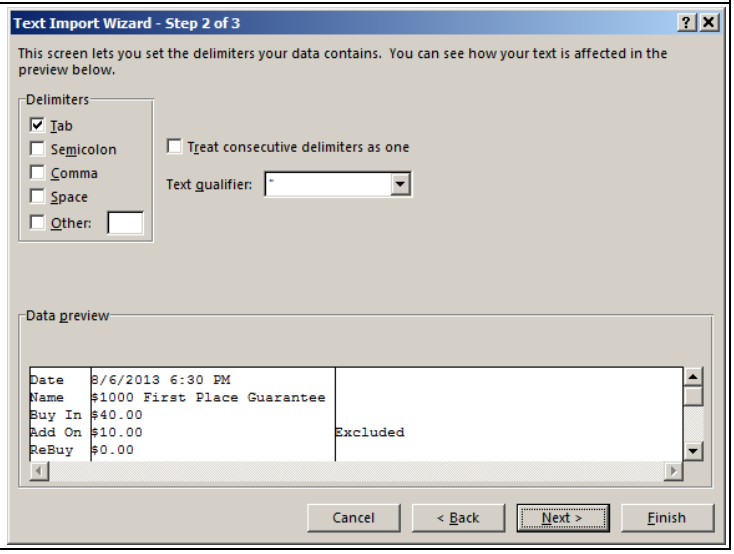
Menu

Date	Time	Type	Last Name	First Name	Activated	Amount	Status	Name	Commer
9/22/2013	6:18 AM	Reward	Jenkins	Andrew		150		Test	
9/12/2013	1:16 PM	Points	Jenkins	Steven		0		Free Beer	
9/12/2013	1:12 PM	Points	Jenkins	Steven		200		Redeemed Points	Old Way
9/8/2013	7:45 AM	Points	Jenkins	Steven		0		Free Beer	
9/8/2013	7:24 AM	Points	Jenkins	Steven		0		Free Beer	
12/28/2012	4:59 PM	Points	Wise	Jason		9		Redeemed Points	

37 Importing Data to Excel

Various data can be export to text file in a format that can be imported to Excel. The following instructions are for loading that data into Excel.

Step	Comment	Screen
Export Data	Select location, export data name file (example: Export Detail.prn)	
Open Excel	Load blank Excel Spreadsheet	
Open Exported File	Select Text as file time and select exported file: This is start the Import Wizard	

Step	Comment	Screen
Run Import Wizard	Text import wizard select Delimited	
Import Wizard	Delimiters: Tab then Finish or next to adjust for column types	

38 Setup Options

38.1 Desk View Setup Options

Setup: Maintenance

Type	Name	Value (Example)	Comments
DeskView	GameList Short List	True / (False)	Game List Stops before Wait Panels
DeskView	GameList Two Columns	True / (False)	Make the Games two Columns (Requires GameList Short List =True)
DeskView	WaitList Panel Width	150	Width of Wait List Panels, Wait List Panels do not auto adjust, but scroll set the width along with the Font and Size to meet requirements
DeskView	PageList Panel Width	150	Width of the Page List Panel

Type	Name	Value (Example)	Comments
DeskView	TableList Panel Width	80	Width of the Table List Panel
DeskView	Game Notification Panel Width	235	Width of Game Notification Panel, should be long enough to handle Game Names
DeskView	Page Min Width	1920	Min Width of DeskView, the window grows or shrinks to fit on the window, larger number will allow more columns of games to fit without scrolling
DeskView	PageList	(True) / False	Display Page List Panel
DeskView	TableList	True / (False)	Display Table List Panel
DeskView	BrushList	True / (False)	Display Brush List Panel
DeskView	DecisionList	True / (False)	Display Decision List Panel
DeskView	DrinkList	True / (False)	Display Drink List Panel
DeskView	AttentionList	True / (False)	Display Attention List Panel
DeskView	Table Seating	True / (False)	Allow Players Seated at Table
DeskView	Table Seating Full	True / (False)	Seat Player on Table even if full
DeskView	Remaining Waits Seated	(True) / False	Clearing Players, set other Waits Seated
DeskView	Promotion Button	Seated, Alert , (Promo)	Have Promo, Seated or Alert button Displayed on the DeskView
DeskView	Allow Time Override	True / (False)	Give Options when clearing time
DeskView	Include Tournament Games	(True) / False	Opening Tables Includes Tournament Games
Wait List Panel Options, these deal with the individual Wait List Panels			
DeskView	WaitList Title Information	True / (False)	Display Game Information
DeskView	WaitList Title Tables	(True) / False	Display Open Tables
DeskView	WaitList Title Wait Count	(True) / False	Display Counts
DeskView	WaitList Title Tables Height	-1	Sets the height of the table section
DeskView	WaitList Title Remove Color	True / (False)	Remove Color from Title
DeskView	WaitList Title Full Color	True / (False)	Put Game Color on All of Title
DeskView	WaitList Title Font	Ariel	Font for Title
DeskView	WaitList Title Font Size	14	Font Size For Title
DeskView	WaitList Title Font Weight	Bold	Font Weight (See Table Index for Options)
DeskView	WaitList Names Font	Ariel	Font for Player Names
DeskView	WaitList Names Font Size	14	Font Size for Player Names
DeskView	WaitList Names Font Weight	Normal	Font Weight (See Table Index for Options)

38.2 Player View Setup Options

The Player View can be modified to accommodate difference screen resolutions and different size monitors. There is always a tradeoff between the amount of information displayed and the size of the information. For example you can have bigger fonts, but you will show less information.

Setup: Maintenance

Type	Name	Value (Example)	Comments
PlayerView	Background Color	Black	Sets Background Color of List Part
PlayerView	Page Width	1024	Default Page Width
PlayerView	Page Height	768	Default Page Height
PlayerView	Poker Room Name	Heart Spades	The Name of Poker Room – Keyed to License
PlayerView	Title Font	Ariel	Font for Title (Poker Room Name)
PlayerView	Title Font Color	Black	Font Color for the Title
PlayerView	Title Font Size	14	Font Size For Title
PlayerView	Title Font Weight	Bold	Font Weight (See Table Index for Options)
PlayerView	Number Columns	7	Number of Wait List Columns before Paging
PlayerView	Page Toggle Seconds	7	Number of Seconds between toggles
PlayerView	Max Column Size	300	So two Panels don't take up full screen
PlayerView	Icon Left	Logo.png	File should be in the Images Sub Directory
PlayerView	Icon Right	Logo.png	File should be in the Images Sub Directory
Game Panel Options, these deal with the individual Wait List Panels – for Game Color use {GameColor}			
The following for the Title Section – These are used as default for all Title Sections unless overridden			
PlayerView	WaitList Title Color	{GameColor}	Background Color Defaults to Game Color
PlayerView	WaitList Title Font	Ariel	Font for Title
PlayerView	WaitList Title Font Color	Black	Font Color for the Title
PlayerView	WaitList Title Font Size	14	Font Size For Title
PlayerView	WaitList Title Font Weight	Bold	Font Weight (See Table Index for Options)
The following for Table Listing on the Title			
PlayerView	WaitList Title Tables	(True) / False	True= Display Open Tables
PlayerView	WaitList Title Tables Height	-1	Sets the height of the table section
PlayerView	WaitList Table Color	{GameColor}	Background Color defaults to #FFE5E9EA
PlayerView	WaitList Table Font	Ariel	Font for Table List
PlayerView	WaitList Table Font Color	Black	Font Color for the Table List
PlayerView	WaitList Table Font Size	14	Font Size For Table List
PlayerView	WaitList Table Font Weight	Bold	Font Weight (See Table Index for Options)
The following for Game Information on the Title			
PlayerView	WaitList Title Information	(True) / False	True=Display Game Information
PlayerView	WaitList Info Color	{GameColor}	Background Color defaults to #FFE5E9EA
PlayerView	WaitList Info Font	Ariel	Font for Information
PlayerView	WaitList Info Font Color	Black	Font Color for the Information
PlayerView	WaitList Info Font Size	14	Font Size for Information
PlayerView	WaitList Info Font Weight	Bold	Font Weight (See Table Index for Options)
The following for Wait List Counts on the Title			
PlayerView	WaitList Title Wait Count	True / (False)	False=Do Not Display Wait Counts
PlayerView	WaitList Count Color	{GameColor}	Background Color defaults to #FFE5E9EA

Type	Name	Value (Example)	Comments
PlayerView	WaitList Count Font	Ariel	Font for Wait List Count
PlayerView	WaitList Count Font Color	Black	Font Color for the Wait List Count
PlayerView	WaitList Count Font Size	14	Font Size for Wait List Count
PlayerView	WaitList Count Font Weight	Bold	Font Weight (See Table Index for Options)
The following for the Players Name Section			
PlayerView	WaitList Exclude Transfers	True / (False)	True= No Not Display Transfers
PlayerView	WaitList Phone Display	(True) / False	True= Display Phone Symbol
PlayerView	WaitList Seated Display	True / (False)	True= Display Seated Symbol
PlayerView	WaitList Seated Color	Green	Background Color of Seated Icon
PlayerView	WaitList Names Color	White	Background Color of Names "{GameColor}"
PlayerView	WaitList Names Font	Ariel	Font for Player Names
PlayerView	WaitList Names Font Color	White	Font Color for the Names
PlayerView	WaitList Names Font Size	14	Font Size for Player Names
PlayerView	WaitList Names Font Weight	Normal	Font Weight (See Table Index for Options)
Scrolling Text Options, these deal with the Optional Scroll Banner at the bottom of PlayerView			
Marquee	Message		If not Blank Displays Message {0},{1]..
Marquee	Height	30	Height of Scrolling Message
Marquee	Font	Ariel	Font for Marquee
Marquee	Font Color	Black	Font Color for the Marquee
Marquee	Font Size	14	Font Size for Marquee
Marquee	Font Weight	Bold	Font Weight (See Table Index for Options)
Marquee	Marquee	Type.Name~.	Values to substitute in Message {0}, {1}
Player Vview Ad View Settings			
PlayerView	Ad Background Color	Light Gray	Sets Background Color of Total View
PlayerView	Ad Top	True / {False}	Display Ad At Top
PlayerView	Ad Left	True / {False}	Display Ad At Left
PlayerView	Ad Right	True / {False}	Display Ad At Right
PlayerView	Ad Bottom	True / {False}	Display Ad At Bottom
PlayerView	Ad Transition	Window	Transition to use for Ad: None, Window, Fade, Slide
PlayerView	Ad Transition Speed	5	Speed of Transition
PlayerView	Ad Display Seconds	60	Number of Seconds to display ad before switching
PlayerView			

38.3 Phone-Internet Options

If Phone

Setup: Maintenance

Type	Name	Value (Example)	Comments
Phone	Automation	True / False	If true auto delete and
Phone	Minutes Allowed	60	Number of minutes
Phone	Grace Period	15	Turns Red, for this many minutes after time allowed, then deleted
Phone	Reset Minutes	30	If set reset will add this many minutes to created date time
Phone	Reset Move Last	(True) / False	If set to false reset will not move to bottom of list

38.4 Upload to Web Site Options

Setting for uploading data to Poker Desk for displaying live data on your web site. Remember the setting has to be Active. Poker Desk Server must be restarted before these values take effect.
Setup: Maintenance

Type	Name	Value (Example)	Comments
Upload	URL	myroom.pokerroomdata.com	Server url for uploading assigned by Poker Desk Software
Upload	PollingInterval	1	How long to wait between checking for possible updates, this should be equal or less than the smallest of the WaitlistInterval and DataInterval
Upload	WaitlistInterval	1	How long to wait between upload of waitlist information in minutes. Information is not uploaded if not changed.
Upload	DATAINTERVAL	60	How long between attempts to sync, tournament, player, and player points data in minutes.
Upload	AutoUpload	True/False	Set to True for autouploading
Upload	LiveTournamentInterval	0 / 1	Any Value > 0 will cause Live Tournament Data to be uploaded to web site for displaying. Data is upload when changed and not at a specific interval. Requires AutoUpload = True AND URL value.
Upload	PromotionalDataInterval	0 / 1	Any Value > 0 will cause Promotional Data to be uploaded to web site for displaying. Data is upload when changed and not at a specific interval. Requires AutoUpload = True AND URL value.

38.5 Web Socket Options

Web Sockets are used to communicate real-time updates between server and clients. The Host and Port are global and need not be set unless you are implementing a pure web based installation. The ping is used to verify connection to the server.

Setup: Maintenance

Type	Name	Value (Example)	Comments
WebSocket	Host	ws.pokerdeskweb.com	Address for pure web based installations
WebSocket	Port	443	Port to use, usually 443
WebSocket	Ping Send Minutes	2	Interval between pings to insure connect , 0 stops ping
WebSocket	Ping Receive Seconds	2	How long to wait for the replay from the ping

38.6 Tournament Options

Tournament Clock options are in Setup Maintenance. When a tournament player is busted out the seat is retained and has the name :Seat:Card: and the Available to Sell date is blank, if the seat is available to resell then the name is :Seat:Open: and the Seat Available to Sell includes a DateTime.

Setup: Maintenance

Type	Name	Value (Example)	Comments
Tournament	Tournament Clock Refresh	10	Minutes between times Clock checks for new Tournaments, 0 (Zero)= Never
Tournament	Tournament Clock Background	Images/ PokerDeskClockBackground.png	Tournament Background Image, Displays if no Active Tournaments
Tournament	Tournament Clock	Default Clock	If no Clock is specified
Tournament	Payment	Cash	Used in Tournament Registration
Tournament	Payment	Satellite	Can have multiple values
Tournament	Source	Contest	Used in Tournament Registration
Tournament	Source	Walk Up	Can have multiple values
Tournament	Promotion Tip Includes FreeRolls	True/{False}	Include FreeRolls in Promotion and Tip Calculations
Tournament	No Card Auto Enter	True/{False}	If you hit return on a No Card Tournament registration it adds the information. Set this if you mostly enter No Card Players in Tournament. If you are mostly scanning cards this should be false to help recognize bad card reads.
Tournament	No Card DL Scan	True/{False}	If Scanning a Card and get a Name from the card but the player not Found, Enter Player as No Card Player
Tournament	Auto Sell Busted	True/{False}	When a player is busted from tournament, automatically make that seat available for resale. If not director must go to table – Seat Cards and Clear

Type	Name	Value (Example)	Comments
			seat to be resold
Tournament	Show Seat Cards	True/{False}	Show Seat Cards on Tables
Tournament	TableSeatOrder_X	Random	Order to Sell Table Seats, replace x with the number of players per table
Tournament	TableSeatOrder_10	1~3~5~7~9~2~4~6~8~10	Seat Table seats in this order for 10 handed tables
Tournament	TableSeatOrder_9	1~3~7~2~4~6~8~5~9	Seat Table seats in this order for 9 handed tables
Tournament	DeductPoints	True	Auto Deduce points if registering with specified source
Tournament	DeductPoints:Amount	900	Default amount of point to deduct if not specified in tournament setup
Tournament	DeductPoints:Payment	Player Points	Name of Source if specified to trigger points deductions
Tournament	Auto Chop Amount	True/{False}	Automatically show average prize pool remaining (chop amount) after first payout.
Tournament	Clock Background Color	Light Gray	Set Color of Background, mostly visible if using Color Ads

38.7 Tournament Clock Setup Options

Tournament Clocks are configurable. Currently setup is difficult because it of the non-visual configuration. There are triggers that can be set to display certain information depending on Tournament Setup and current status.

Any Trigger preceded by an "!" is the opposite of that trigger so HASANTE would be triggered if the tournament has ante for current level and !HASANTE would be triggered if the current level does not have an ante.

The clocks that come with poker desk are based on a 1280x1024 screen and are resized to fit the current size of the clock window. The Height on the Clock effects the display and is used in building the clock.

Elements of Tournament Clock Field in Clock Setups: Tournament Clocks

Field	Name	Value (Example)	Comments
Control	Image		Display an Image
Control	Information		True if next level has ante
Control	Border		Always True
Control	Text		True if this Clock is Display Only
Control	Clock		Tournament Paused
Control	Payout		Current level is break
Control	LocalTime		Display Current Time on Screen (Value = optional format string, Text = Label)
Control	Value		Display Setup Information, used to display current promotional values any value from Setup Maintenance

Image Control Setup Options

Control	Name	Value (Example)	Comments
Image	Position	Drawing Order	Position control order of drawing to give the clock the desired effect
Image	Name	Logo	Information to explain purpose
Image	Control	Image	This is an image control
Image	Left	15	Left Margin
Image	Right	0	Right Margin (usually 0)
Image	Top	15	Top Margin
Image	Bottom	0	Bottom Margin (usually 0)
Image	Width	179	Width of Image
Image	Height	116	Height of Image
Image	Value	PokerRoomLogo.png	Name of the Image File, should be located in the PokerDesk\Image directory on the Poker Desk Server
Image	Text		N/A
Image	H Alignment	Left, Right, Stretch, Center	Used with Margin Information to Position
Image	V Alignment	Top, Bottom, Stretch, Center	Used with Margin Information to Position
Image	Align/Border		N/A
Image	Background/Format		N/A
Image	Font		N/A
Image	Font Size		N/A
Image	Font Weight		N/A
Image	Font/Border Color		N/A
Image	Trigger	Break	Used for conditionally displaying image See Trigger Field Options

Information Control Setup Options, see table for possible values

Control	Name	Value (Example)	Comments
Information	Position	Drawing Order	Position control order of drawing to give the clock the desired effect
Information	Name	Blinds	Information to explain purpose, can be anything to help understand what is displayed
Information	Control	Information	This is an Information Control
Information	Left	15	Left Margin
Information	Right	0	Right Margin (usually 0)
Information	Top	15	Top Margin
Information	Bottom	0	Bottom Margin (usually 0)
Information	Width	179	Width
Information	Height	116	Height
Information	Value	SmallBig10K	Name of the Field from Tournament

Control	Name	Value (Example)	Comments
			Information to Display, See Tournament Information List
Information	Text	“Label:”	If label is specified, information and label are concatenated and displayed, can also use label to display multiple values by adding fields surrounded by ‘~’. (~NextBreakText~ Break in) the value for the field in Value is added at the end if not blank
Information	H Alignment	Left, Right, Stretch, Center	Used with Margin Information to Position
Information	V Alignment	Top, Bottom, Stretch, Center	Used with Margin Information to Position
Information	Align/Border	Left, Right	Not used if Auto Font Size Selected
Information	Background/Format	{0:0,0}	Format String to use on information (sample format adds commas to number) works on the Field specified in Value only
Information	Font	Calibri	Font Name
Information	Font Size	60	Font size or “Auto” to auto size information
Information	Font Weight	Normal/Bold	Font Weight to use
Information	Font/Border Color	White	Font Color
Information	Trigger	Break	Used for conditionally displaying information See Trigger Field Options

Text Control Setup Options

Control	Name	Value (Example)	Comments
Text	Position	Drawing Order	Position control order of drawing to give the clock the desired effect
Text	Name	Ante Title	Information to explain purpose, can be anything to help understand what is displayed
Text	Control	Text	This is an Text Control
Text	Left	15	Left Margin
Text	Right	0	Right Margin (usually 0)
Text	Top	15	Top Margin
Text	Bottom	0	Bottom Margin (usually 0)
Text	Width	179	Width
Text	Height	116	Height
Text	Value		If “Transform” text is rotated by the value in Background/Format
Text	Text	“Ante:”	Text to Display
Text	H Alignment	Left, Right, Stretch, Center	Used with Margin Information to Position
Text	V Alignment	Top, Bottom, Stretch, Center	Used with Margin Information to Position

Control	Name	Value (Example)	Comments
Text	Align/Border	Left, Right	Not used if Auto Font Size Selected
Text	Background/Format	{0:0,0}	Format String to use on information (sample format adds commas to number) works on the Field specified in Value only
Text	Font	Calibri	Font Name
Text	Font Size	60	Font size or “Auto” to auto size information
Text	Font Weight	Normal/Bold	Font Weight to use
Text	Font/Border Color	White	Font Color
Text	Trigger	Break	Used for conditionally displaying Text See Trigger Field Options

Clock Control Setup Options

Control	Name	Value (Example)	Comments
Clock	Position	Drawing Order	Position control order of drawing to give the clock the desired effect
Clock	Name	Blinds	Information to explain purpose, can be anything to help understand what is displayed
Clock	Control	Clock	This is an Clock Control
Clock	Left	70	Left Margin
Clock	Right	0	Right Margin (usually 0)
Clock	Top	270	Top Margin
Clock	Bottom	0	Bottom Margin (usually 0)
Clock	Width	630	Width
Clock	Height	350	Height
Clock	Value	LevelEndTime	Name of the Field from Tournament Information to use as countdown value, See Tournament Information List
Clock	Text	~NextBreakText~ Break in	Display this label before the clock, used for next break countdown
Clock	H Alignment	Left, Right, Stretch, Center	Used with Margin Information to Position
Clock	V Alignment	Top, Bottom, Stretch, Center	Used with Margin Information to Position
Clock	Align/Border	Left, Right	Not used if Auto Font Size Selected
Clock	Background/Format	Transparent	Color for the background, usually just Transparent
Clock	Font	Calibri	Font Name
Clock	Font Size	60	Font size or “Auto” to auto size information
Clock	Font Weight	Normal/Bold	Font Weight to use
Clock	Font/Border Color	White	Font Color
Clock	Trigger	Timer	If Timer then this clock will play sound.

Payout Control Setup Options

Control	Name	Value (Example)	Comments
Payout	Position	Drawing Order	Position control order of drawing to give the clock the desired effect
Payout	Name	PayoutList	Information to explain purpose, can be anything to help understand what is displayed
Payout	Control	Payout	This is an Payout Control
Payout	Left	780	Left Margin
Payout	Right	0	Right Margin (usually 0)
Payout	Top	345	Top Margin
Payout	Bottom	0	Bottom Margin (usually 0)
Payout	Width	500	Width
Payout	Height	680	Height
Payout	Value	Fade	If value is “Fade” then the payout list if multiple pages uses a faded transition
Payout	Text		Used as Title for Payout, (maybe not used)
Payout	H Alignment	Left, Right, Stretch, Center	Used with Margin Information to Position
Payout	V Alignment	Top, Bottom, Stretch, Center	Used with Margin Information to Position
Payout	Align/Border	Left, Right	Not used if Auto Font Size Selected
Payout	Background/Format		Not Used
Payout	Font	Calibri	Font Name
Payout	Font Size	60	Font size or “Auto” to auto size information
Payout	Font Weight	Normal/Bold	Font Weight to use
Payout	Font/Border Color	White	Font Color
Payout	Trigger	Break	Used for conditionally displaying Control

Value Control Setup Options, used to display promotional values

Control	Name	Value (Example)	Comments
Value	Position	Drawing Order	Position control order of drawing to give the clock the desired effect
Value	Name	Promotion	Information to explain purpose, can be anything to help understand what is displayed
Value	Control	Information	This is an Information Control
Value	Left	15	Left Margin
Value	Right	0	Right Margin (usually 0)
Value	Top	15	Top Margin
Value	Bottom	0	Bottom Margin (usually 0)
Value	Width	179	Width
Value	Height	116	Height

Control	Name	Value (Example)	Comments
Value	Value	Promotional~Bad Beat	Setup Value to Display, with Type~Name
Value	Text	“Spades:”	If label is specified, information and label are concatenated and displayed, can also use label to display multiple values by adding fields surrounded by ‘~’. (Promotion Updated ~Promotional|Last Updated~ Current Amount)
Value	H Alignment	Left, Right, Stretch, Center	Used with Margin Information to Position
Value	V Alignment	Top, Bottom, Stretch, Center	Used with Margin Information to Position
Value	Align/Border	Left, Right	Not used if Auto Font Size Selected
Value	Background/Format		N/A
Value	Font	Calibri	Font Name
Value	Font Size	60	Font size or “Auto” to auto size information
Value	Font Weight	Normal/Bold	Font Weight to use
Value	Font/Border Color	White	Font Color
Value	Trigger	Break	Used for conditionally displaying image See Trigger Field Options

Border Control Setup Options, used to put color boxes on all are part of screen

Control	Name	Value (Example)	Comments
Border	Position	Drawing Order	Position control order of drawing to give the clock the desired effect
Border	Name	OnBreakRedBox	Information to explain purpose, can be anything to help understand what is displayed
Border	Control	Border	This is an Border Control
Border	Left	0	Left Margin
Border	Right	0	Right Margin (usually 0)
Border	Top	0	Top Margin
Border	Bottom	0	Bottom Margin (usually 0)
Border	Width	1280	Width
Border	Height	1024	Height
Border	Value		Not Used
Border	Text		Not Used
Border	H Alignment	Left, Right, Stretch, Center	Used with Margin Information to Position
Border	V Alignment	Top, Bottom, Stretch, Center	Used with Margin Information to Position
Border	Align/Border	{blank}	Width of border for box
Border	Background/Format	DarkRed	Color of box
Border	Font		Not Used

Control	Name	Value (Example)	Comments
Border	Font Size		Not Used
Border	Font Weight		Not Used
Border	Font/Border Color	White	Border of box Color

Trigger Field in Clock Setups: Tournament Clocks

Field	Name	Value (Example)	Comments
Clock Trigger	HASANTE		True if current level has ante
Clock Trigger	NEXTHASANTE		True if next level has ante
Clock Trigger	TIMER		Always True
Clock Trigger	NOTIMER		True if this Clock is Display Only
Clock Trigger	PAUSED		Tournament Paused
Clock Trigger	BREAK		Current level is break
Clock Trigger	BREAKNOPAUSE		On Break and Not Paused
Clock Trigger	NOTBREAK		Not on Break
Clock Trigger	PROMOTIONAL		True if Tournament has Promo Rake
Clock Trigger	NEXTBREAK		Tournament has a next break (so you don't display next break)
Clock Trigger	NOTSTARTED	Same as !STARTED	If the tournament has not been started
Clock Trigger	STARTED		If tournament is Started
Clock Trigger	ADDON		Tournament has Add-ons or Dealer Add-on
Clock Trigger	CHECKADDON		Tournament has Add-ons doesn't check for Dealer Add-on
Clock Trigger	DEALERADDON		Tournament has a Dealer Add-on
Clock Trigger	REBUY		Tournament has Rebuys
Clock Trigger	REBUYORADDON		Tournament has Rebuys or Add-ons
Clock Trigger	STUD		This structure level marked as STUD
Clock Trigger	NEXTSTUD		Next structure level marked as STUD
Clock Trigger	FLOP		This structure level marked as FLOP
Clock Trigger	NEXTFLOP		Next structure level marked as FLOP

AdRotator Control Setup Options

Control	Name	Value (Example)	Comments
AdRotator	Position	Drawing Order	Position control order of drawing to give the clock the desired effect
AdRotator	Name	Ad	Information to explain purpose, can be anything to help understand what is displayed
AdRotator	Control	AdRotator	This is an AdRotator Control
AdRotator	Left	780	Left Margin
AdRotator	Right	0	Right Margin (usually 0)
AdRotator	Top	345	Top Margin
AdRotator	Bottom	0	Bottom Margin (usually 0)

Control	Name	Value (Example)	Comments
AdRotator	Width	500	Width
AdRotator	Height	680	Height
AdRotator	Value	Fade|Window|Slide|Random	Transition to use is “Fade” then the Ad Rotator changes between ads
AdRotator	Text	Large Pop-Up 500x350	Ad Size to use for popup, ad will be uniformly grown to try and fit size described by Width / Height
AdRotator	H Alignment	Left, Right, Stretch, Center	Used with Margin Information to Position
AdRotator	V Alignment	Top, Bottom, Stretch, Center	Used with Margin Information to Position
AdRotator	Align/Border	10	Number of seconds before moving to next Ad
AdRotator	Background/Format	5	Speed of the Transition (if Transition used)
AdRotator	Font		Not Used
AdRotator	Font Size		Not Used
AdRotator	Font Weight		Not Used
AdRotator	Font/Border Color		Not Used
AdRotator	Trigger	Break	Used for conditionally displaying Control

AdTrigger Control Setup Options

Control	Name	Value (Example)	Comments
AdTrigger	Position	Drawing Order	Position control order of drawing to give the clock the desired effect
AdTrigger	Name	Ad Triggers	Information to explain purpose, can be anything to help understand what is displayed
AdTrigger	Control	AdTrigger	This is an AdTrigger Control it is used to trigger the border ads surrounding clock
AdTrigger	Left		Not Used
AdTrigger	Right		Not Used
AdTrigger	Top		Not Used
AdTrigger	Bottom		Not Used
AdTrigger	Width		Not Used
AdTrigger	Height		Not Used
AdTrigger	Value	Fade|Window|Slide|Random	Transition to use is “Fade” then the Ad Rotator changes between ads
AdTrigger	Text	Left;Right;Top;Bottom;	Border Ads to Display
AdTrigger	H Alignment		Not Used
AdTrigger	V Alignment		Not Used
AdTrigger	Align/Border	10	Number of seconds before moving to next Ad
AdTrigger	Background/Format	5	Speed of the Transition (if Transition used)
AdTrigger	Font		Not Used
AdTrigger	Font Size		Not Used

Control	Name	Value (Example)	Comments
AdTrigger	Font Weight		Not Used
AdTrigger	Font/Border Color		Not Used
AdTrigger	Trigger	Break	Used for conditionally displaying when to displays adsl

Tournament Clocks: Information Available

Field Name	Field Name	Field Name	Field Name
AddOn	DealerAddOnTotalAmount	NextLimit2	SmallBig
AddOnAmount	DealerAddOnTotalChips	NextLimit2K	SmallBig10K
AddOnAndRebuyTotalCount	DealerAddOnTotalCount	NextLimits10K	SmallBigAnte
AddOnChips	DisplayPaidAndFreePlayers	NextPayout	SmallBigAnte10K
AddOnExcluded	Game	NextPositionDuration	SmallBigAnteSmall
AddOnExcludedAsExcluded	Guarantee	NextPositionPosition	SmallBlind
AddOnTotalAmount	LastSyncTime	NextSmallBig	StartDateTime
AddOnTotalChips	LevelEndTime	NextSmallBigAnte	StartingChips
AddOnTotalCount	Limit1	NextSmallBigAnte10K	Status
AllAddOnAmount	Limit1K	NextSmallBigAnteSmall	StatusAsText
AllAddOnChips	Limit2	NextSmallBlind	TableCount
AllAddOns	Limit2K	PaidPlayers	TotalBountyAmount
AllAddOnTotalAmount	Limits10K	PlacesPaid	TotalBuyIn
AllAddOnTotalChips	Message	Players	TotalChips
AllAddOnTotalCount	MessageDisplay	PlayersAndRemaining	TotalExclusionAmount
Ante	MinutesToBreak	PlayersRemaining	TotalMoneyTaken
Ante10K	Name	PrizePoolPaid	TotalPrizePool
AnteSmallLimit1K	NextAnte	Rebuy	TotalPromotionAmount
AverageChips	NextAnteSmallLimit1K	RebuyAmount	TotalRakeAmount
BigBlind	NextBigBlind	RebuyChips	TotalTipAmount
BigLimit1K	NextBigLimit1K	RebuyExcluded	TournamentBalanced
Bounty	NextBreakLength	RebuyExcludedAsExcluded	WinnerTips
BuyIn	NextBreakName	RebuyTotalAmount	
CurrencyCode	NextBreakText	RebuyTotalCount	
CurrentPosition	NextBreakTime	ReceiptForCashier	
CurrentPositionName	NextGame	ReceiptForDealer	
CurrentPositonDuration	NextLevelLevel	ReceiptForPlayer	
DealerAddOn	NextLevelName	ReceiptForVoucher	
DealerAddOnAmount	NextLimit1	RemainingTime	
DealerAddOnChips	NextLimit1K	ServerTime	

38.8 Player Card Mag Encoding Definition

If using Mag encoding you must specify Encode as the first Position of PlayerCard Print Setup Definition. If you leave Value and Text blank standard Poker Desk Encoding is used “P” + “Player Number”. This actually produces on the mag stripe %P{Player Number}$ where {Player Number} is the “Player Number”. By specifying values and text on the Encode line of the “PlayerCard Print Setup” you can vary the information encoded on the Mag Stripe of the Players Card. During encoding a ‘%’ is automatically added to the start and a ‘?’ is added at the end.

All three of the following definition produce the same Mag Stripe information.

Standard Poker Desk Encoding:

Name	Control	Value	Text	Background/Format
Encode Mag	Encode			
Encode Mag	Encode	Player_Number		P{0}
Encode Mag	Encode		P~Player_Number~	

38.9 Player Card Barcode or QRCode

The Format of the Barcode should match the Scan Definition.

Example QRCode:

Name	Control	Value	Background/Format
PlayerNumber	QRCode	Player_Number	%P{0}?
PlayerNumber	BarCode	Player_Number	%P{0}?

38.10 Player Card Scan Definitions

Poker Desk can be setup to scan different cards and uses “regular expressions” (this is a geeky term need a programmer to translate) to remove the match criteria from the swipe. The player card scanning definitions are loaded when the program is started so changes are not immediate. You can specify what field to match from the swipe card. This allows the system to interpret multiple cards for the same player. The current fields supported are “Number”, “Id”, and “Phone”, “Email”, “TaxId”, and “CustomId”. These are setup under Print Setup with the name “ScanCard”. Poker Desk ships with several example scan definitions.

Value Specified in Control (for compatibility)	Field Name on Players (these names also valid)
Number (or Blank)	Player Number
Phone	Phone Number
Email	Email
Id (DriverLicense)	Id1
TaxId	Id2
CustomId	Id3

Examples:

Name	Control	Value	Text
Harrahs	Id	^%1([0-9]*)\?.*	$1
Borgata	TaxId	^%M.*;([0-9]*)?.*$	$1
PokerDesk		^%P([0-9]+)\?$	$1
Grand Villa		^;70=00=([0-9]*)\?$	$1
MGM	Id	^;([0-9]*)?.*$	$1
Venetian	Id	^%V.*?;([0-9]*)?.*$	$1

Reading Player Information from Scan:

Name	Control	Value	Text
H Alignment	Last Name	$2	
V Alignment	First Name	$3	
Align/Border	Address	$5	
Background	City	$1	
Font	State	$9	FL
Font Size	Zip	$8	

38.11 Player Number Definition

Poker Desk uses “Number” (unique integer for player) as a bases for the “Player Number” (visible Player Number used on Cards). If the “Player Number” is blank, it will be generated during the printing of player cards. If the “Player Number” is not blank, the current “Player Number” is used. This often will be used as an indicator the Player’s Player Card has been printed.

Poker Desk use a standard function to create “Player Number” from “Number”. The number field is a unique number incremented with each new user. The “Number” value would only be unique for a particular instance of Poker Desk. Poker Desk default “Player Number” creation tries to define a unique “Player Number” even if you were using Poker Desk on two different sites and syncing the information. It does this by combining the “Number” value with a Site value and a timestamp. This gives the player number a credit card number size (which will also disguise the actual number of customers). The formula for the standard “Player Number” is

```
{II}{YY}{MM}{DD}{HH}{MM}{PPPP}
II = Poker Room Id
YY = Year
MM = Month
```

```
DD = Day
HH = Hour
MM = Minute
PPPP = Number
```

You can Change the “Player Number” creation from the standard by specifying a C# Format String to convert the “Number” to Player Number” under Setup Maintenance. The following example formats with the number 1 then number formatted to a length of 8 with leading zeros (i.e. 578 -> 100000578)

Setup: Maintenance

Type	Name	Value (Example)	Comments
Player Number	Format String	1{0,8:D8}	Request Support for help with formatting

38.12 Analytics Options

Poker Desk can summarize wait list, and player activity data for reports. The analytics manager collects and summarizes this data on an hourly and daily basis. Turning on analytics manager is done by editing the PokerRoomData.exe.config file on the Poker Desk server in the c:\PokerDesk\Bin subdirectory.

To turn on Analytics Manager change this line:

```
<add key="analyticsManager" value="false"/>
```

To

```
<add key="analyticsManager" value="true"/>
```

Only if you are also tracking player time, you can summarize daily player activity by changing / adding the following line to Setup Maintenance.

Setup: Maintenance

Type	Name	Value (Example)	Comments
Reports	StartOfDay	7	Hour that starts the day, defaults to 7 if not set
Reports	RunETL	True	Must be Active and True and Analytics running to create daily summaries

39 Lists of Values

Font Weight Values	Font Weight Values
Normal	ExtraLight
Medium	Light
Bold	Thin
ExtraBold	SemiBold

Sample of some Culture Names:

Language Culture Name	Display Name
es	Spanish
en	English
fr	French

Player Fields for Print Definitions:

Object	Name	Field Name	Comment
Player	Id	Id	Unique Id
Player	Created	Created	Date Created
Player	Alias	Alias	
Player	First_Name	First Name	
Player	Last_Name	Last Name	
Player	Status	Status	
Player	DL_Number	Id1	This is the Id1 field
Player	Tax_Form	Player Tier	Player Membership level
Player	Tax_Form_Year	Starting Date for Tier	Date last membership changed
Player	Tax_Id	Id2	This is the Id2 field
Player	Address	Address	
Player	City	City	
Player	State	State	
Player	Zip	Zip	
Player	Region	Region	
Player	Country	Country	
Player	Phone	Phone	
Player	Email	Email	
Player	Opt_Out	Opt Out	1 = opt out
Player	Customer_Number	Customer Number	Incremented for each player
Player	Integration_Id	Integration Id	Direction of last membership tier move
Player	Player_Number	Player #	Player #, if card printed
Player	Uploaded	Uploaded	
Player	Birthday	Birthday	
Player	Picture	Picture	Base64 encode picture

Object	Name	Field Name	Comment
Player	Password	Password	Password
Player	CashPoints	Cash Points	
Player	CashRedeemed	Cash Redeemed	
Player	TournamentPoints	Tournament Points	
Player	TournamentRedeemed	Tournament Redeemed	
Player	PromotionPoints	Promotion Points	
Player	PromotionRedeemed	Promotion Redeemed	
Player	TournamentWin	Tournament Win	
Player	TournamentCash	Tournament Cash	
Player	Updated	Updated	
Player	DeleteFlag	Delete Flag	1 = deleted
Player	Table_Seated	Table Seated	
Player	Employee_Id	Sponsor Id	
Player	UpdatedBy	Updated By	
Player	Source	Source	
Player	Other	Other	
Player	Notes	Notes	
Player	Custom_Id	Id3	This is Id3
Player	Preferred_Games	Preferred Games	Text for preferred games, not exposed
Player	LastCashPlayed	Last Cash Played	
Player	LastTournamentPlayed	Last Tournament Played	
Player	RecordedToday	Recorded Today	
Player	CurrentActive	Current Active	
Player	CurrentTable	Current Table	

40 Installation

40.1 Installing Poker Desk: Check List (main computer)

This installation only needs to be done only once for each Poker Room. This will be the main computer sharing information with client computers if multiple computers are utilized at Poker Room. It is also required for a single computer installation.

- Install SQL Server Express (video and link)
  http://www.pokerdesksoftware.com/Resources/TutorialsInstallation/InstallSQExpress
  http://www.microsoft.com/en-us/sqlserver/editions/2012-editions/express.aspx
  - SQL Server Express with Tools (with LocalDB, Includes the database engine and SQL Server Management Studio Express)
  - Pick Correct operating system (if new computer should be 64-Bit)

- Install Microsoft Silverlight (video and link)
  http://www.pokerdesksoftware.com/Resources/TutorialsInstallation/InstallingSilverlight
  http://www.microsoft.com/getsilverlight/get-started/install/default.aspx

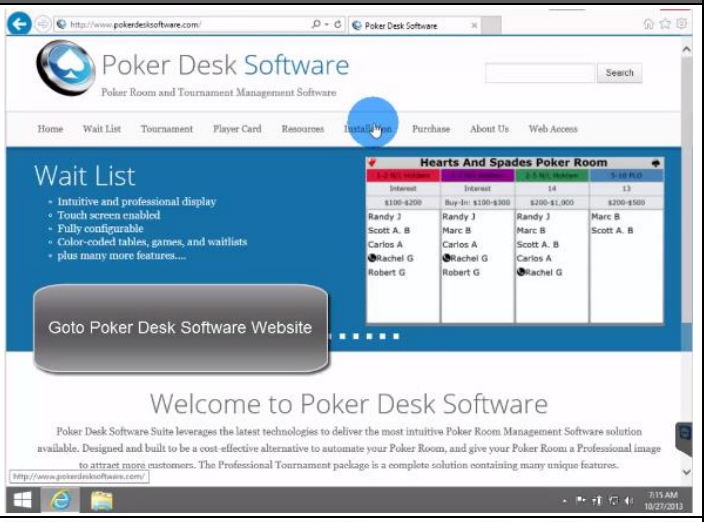
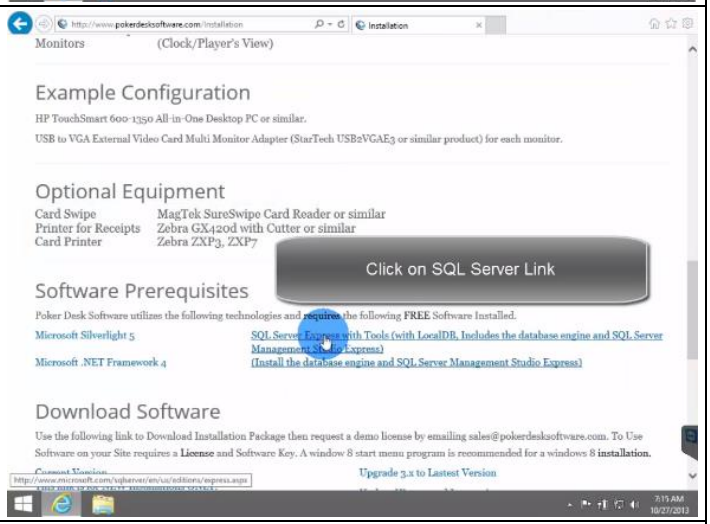
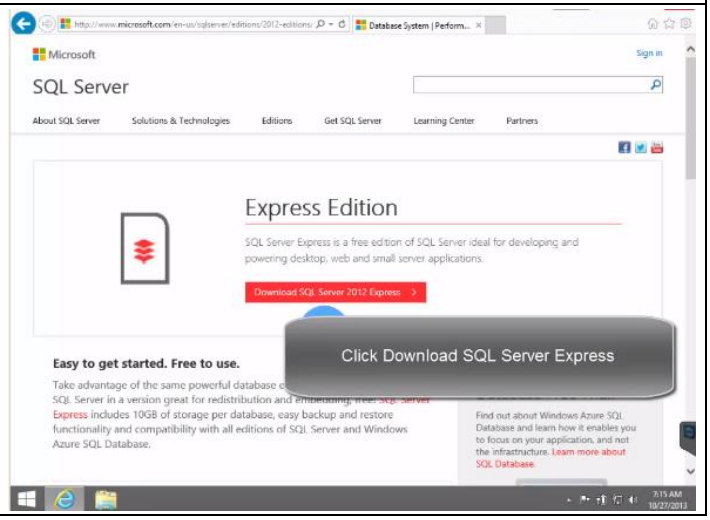
- Microsoft .Net Framework 4 (this is already be installed on Windows 8)
  http://www.microsoft.com/en-us/download/details.aspx?id=17851

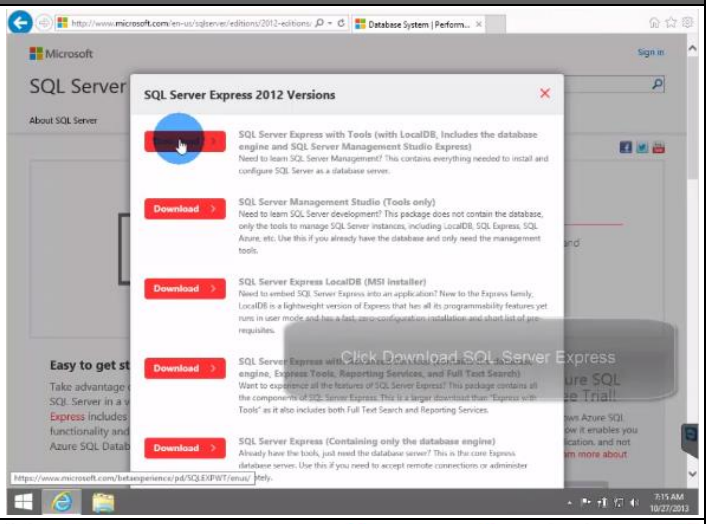
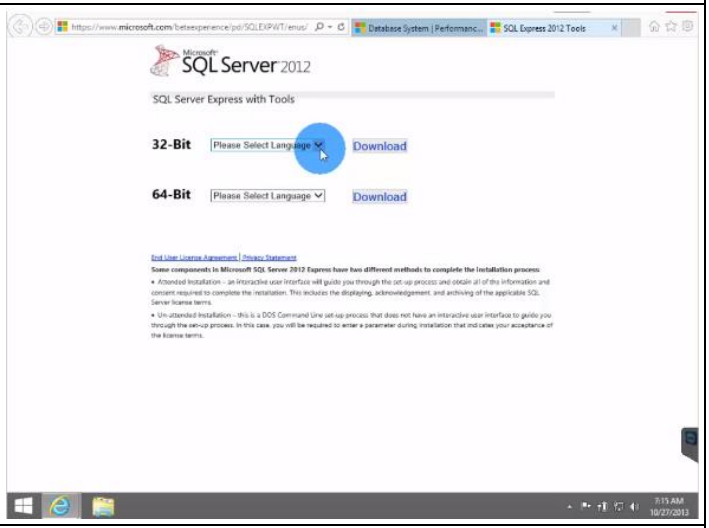
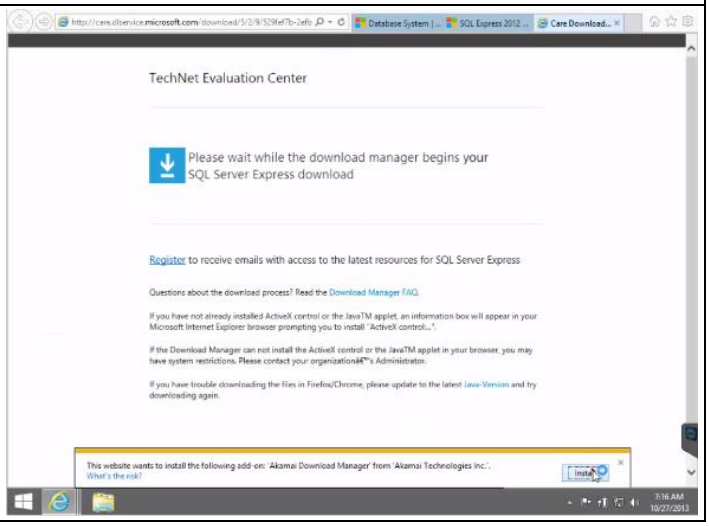
- Download and Install Poker Desk Software (video and link)
  http://www.pokerdesksoftware.com/Resources/TutorialsInstallation/InstallPokerDesk
  http://www.pokerdesksoftware.com/download/PokerDeskInstall.zip

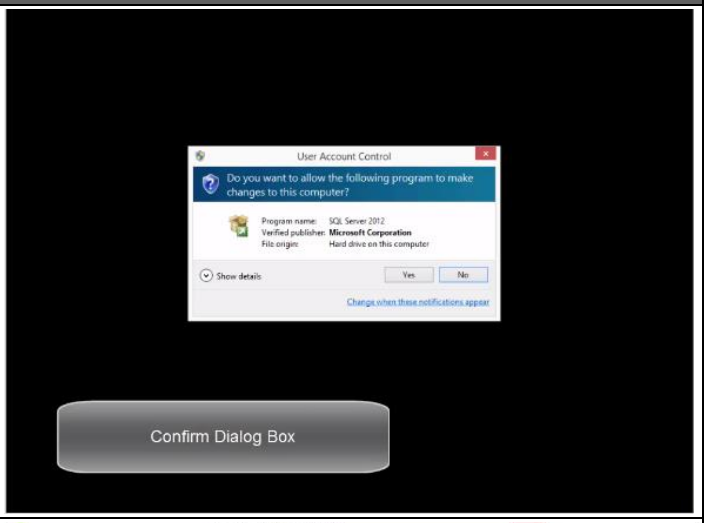
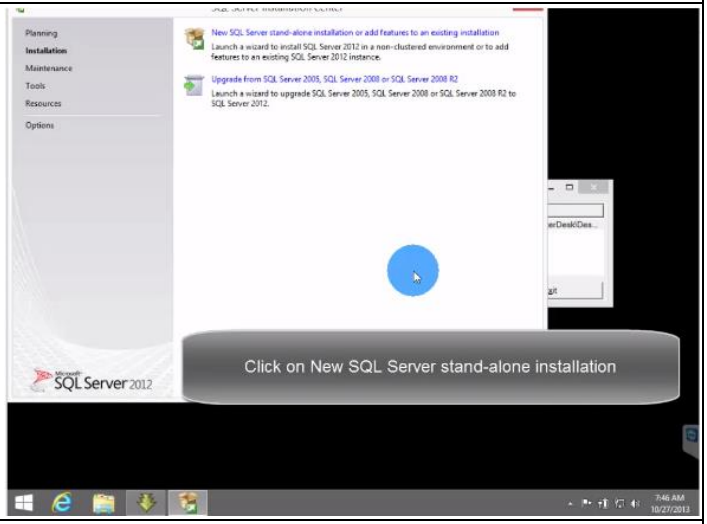
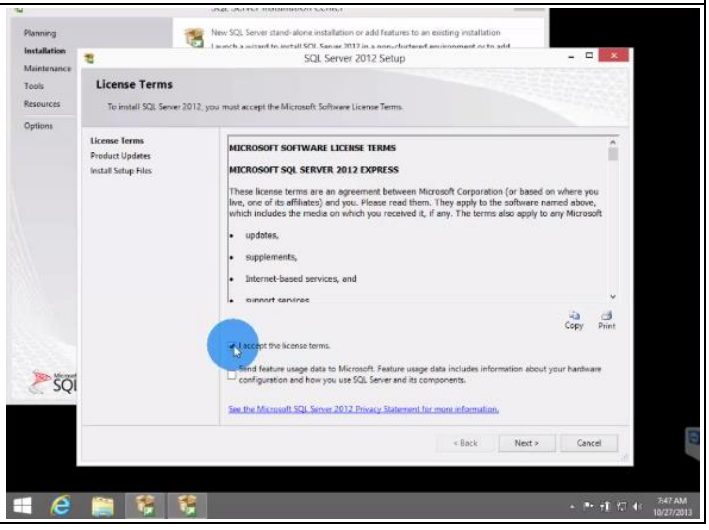
- Test Installation (video instructions)
  http://www.pokerdesksoftware.com/Resources/TutorialsInstallation/InstallationTest

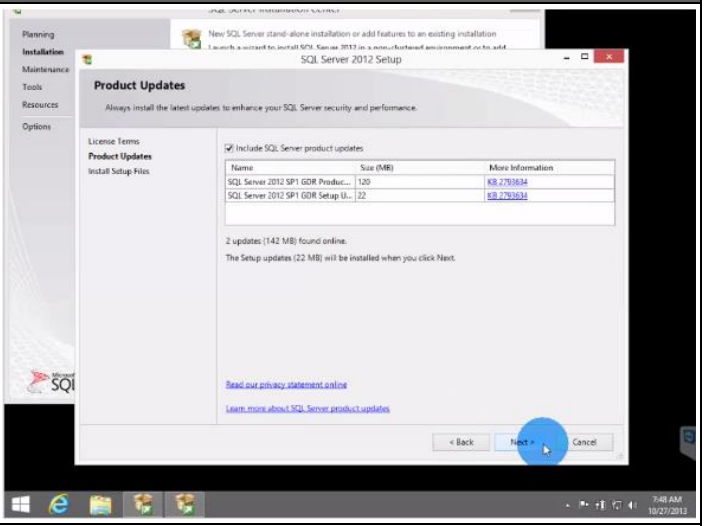
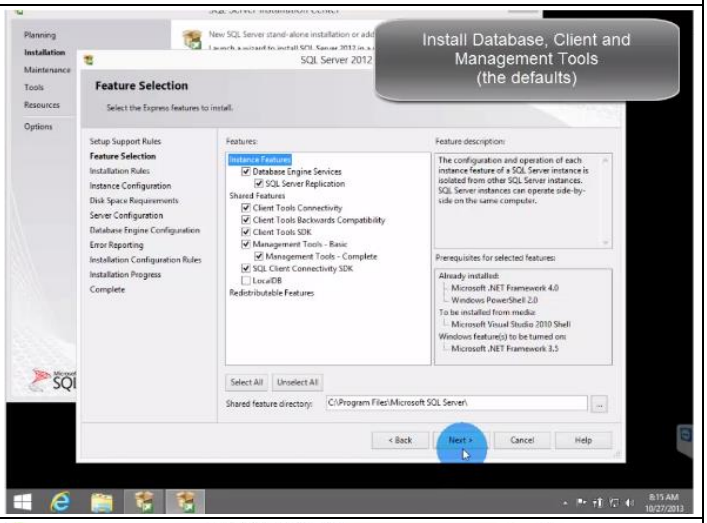
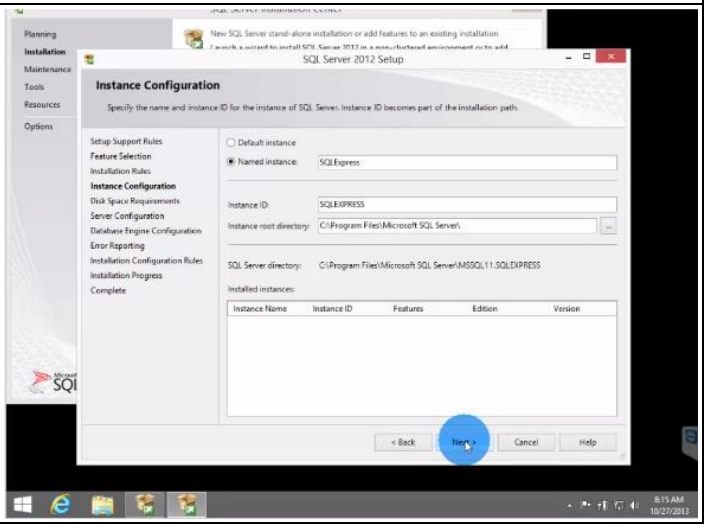
40.1.1 Install SQL Server Express

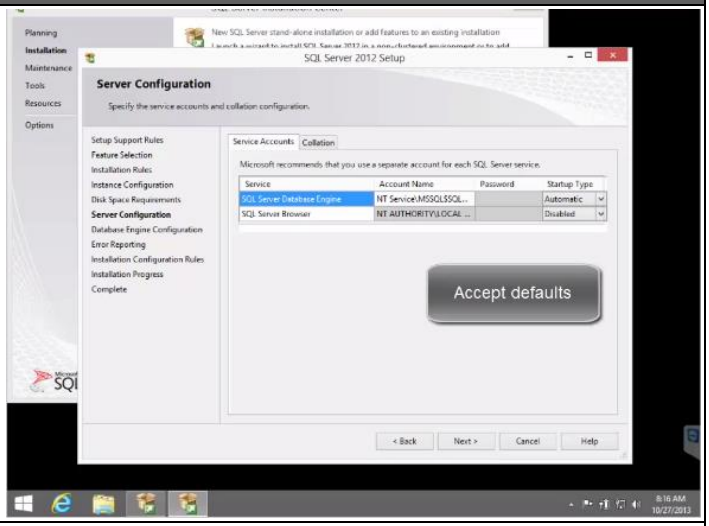
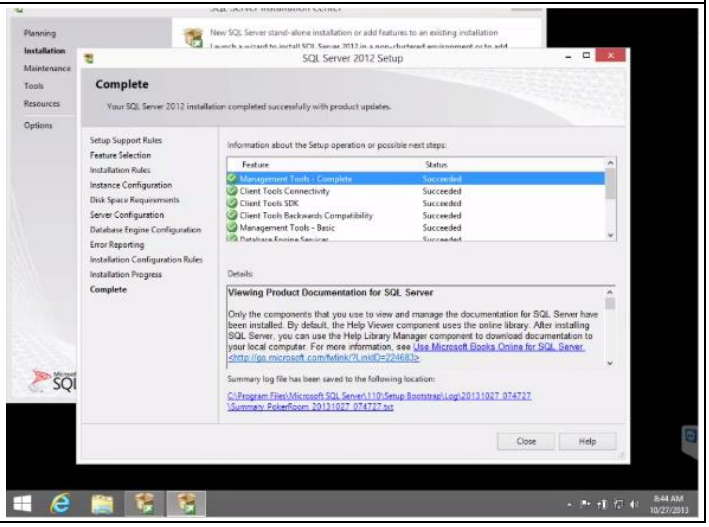
Video:
http://www.pokerdesksoftware.com/Resources/TutorialsInstallation/InstallSQExpress

Step	Screen
Go to Poker Desk Software web site: http://www.pokerdesksoftware.com	
Go to Installation – Prerequisites and click on SQL Server Link or go directly to http://www.microsoft.com/en-us/sqlserver/editions/2012-editions/express.aspx	
Click Download SQL Express	

Step	Screen
SQL Server Express with Tools (with LocalDB, Includes the database engine and SQL Server Management Studio Express)	
Pick Correct Operating System, most new computer are 64-Bit.	
Recommend using the download manager suggested by Microsoft, see the video for detailed instructions	

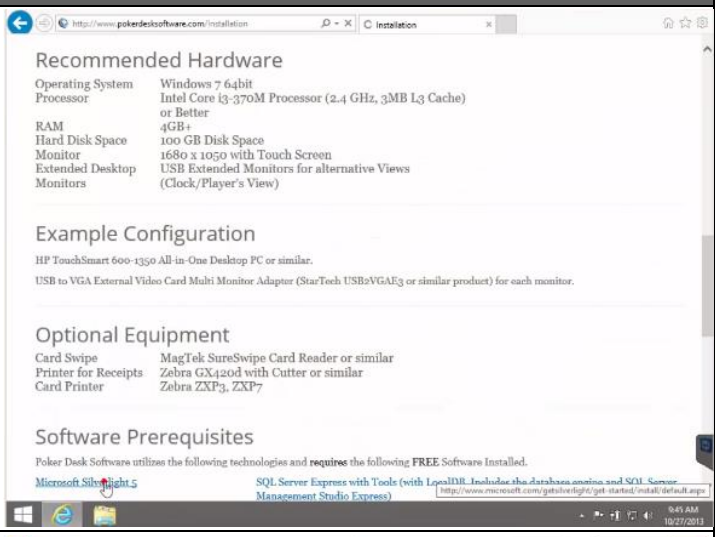
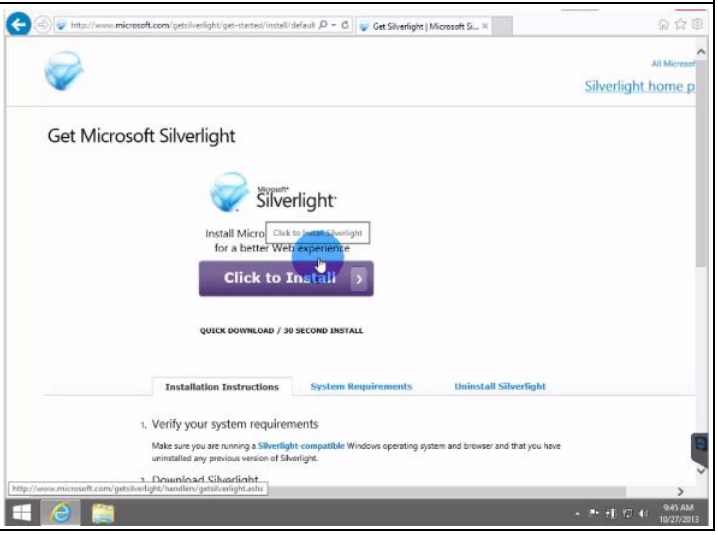
Step	Screen
After downloading, launch program and confirm dialog	
Click on New SQL Server stand-alone installation. We will be accepting all the default values	
Accept the license terms.	

Step	Screen
Include Server updates	
Accept all default options, Install Database, Client and Management Tools	
Do not change instance name	

Step	Screen
Accept Defaults	
30 minutes later installation compete	

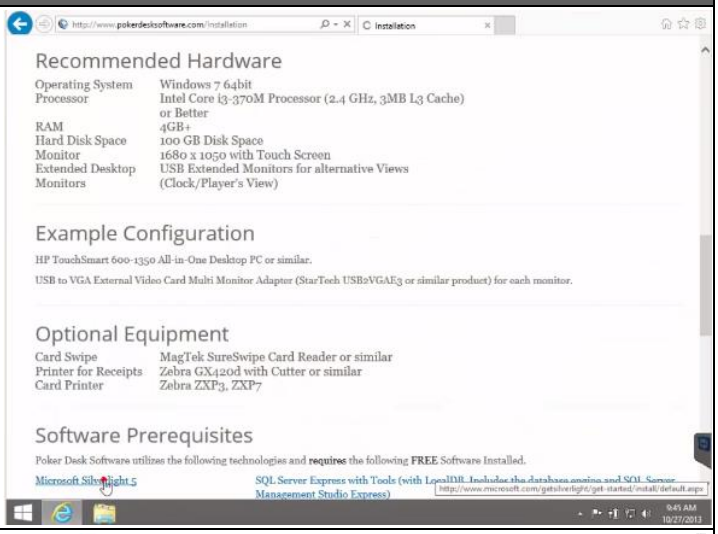
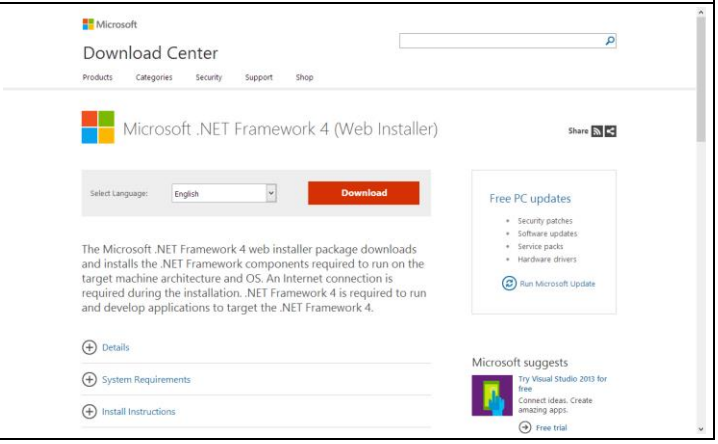
40.1.2 Install Microsoft Silverlight

Video:
http://www.pokerdesksoftware.com/Resources/TutorialsInstallation/InstallingSilverlight

Step	Screen
Go to Poker Desk Software web site: Installation -> Software Prerequisites http://www.pokerdesksoftware.com Click on Microsoft Silverlight	
Go to Microsoft Silverlight page click on Install.	

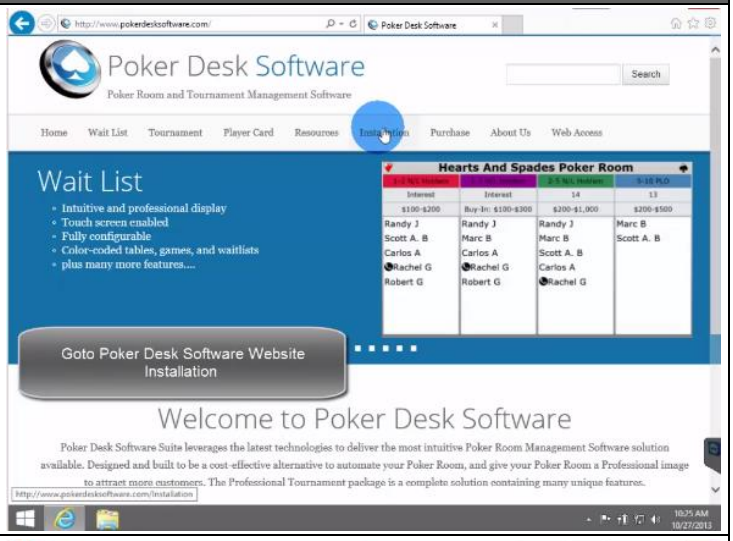
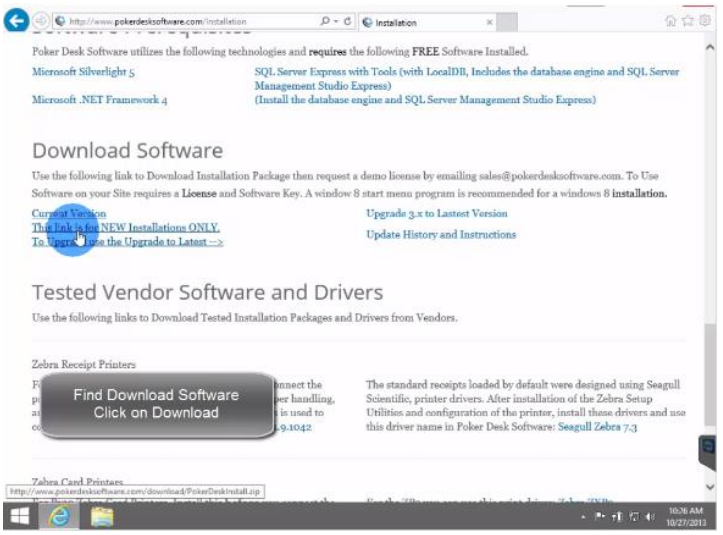
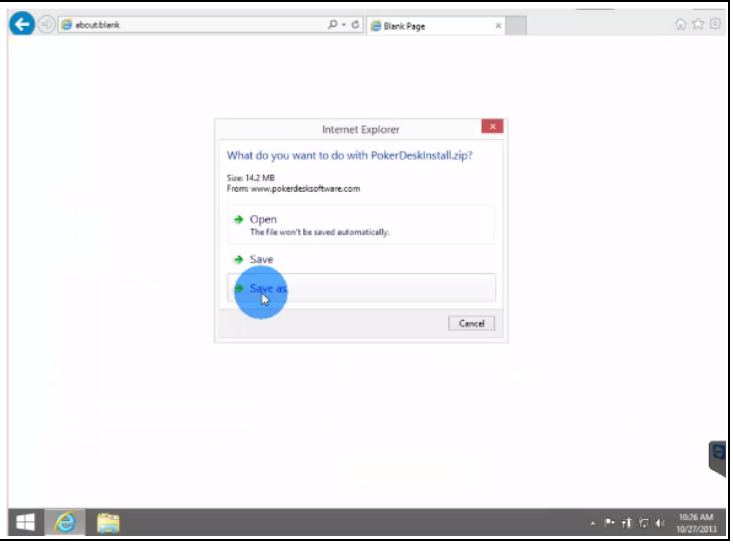
40.1.3 Microsoft .Net Framework 4

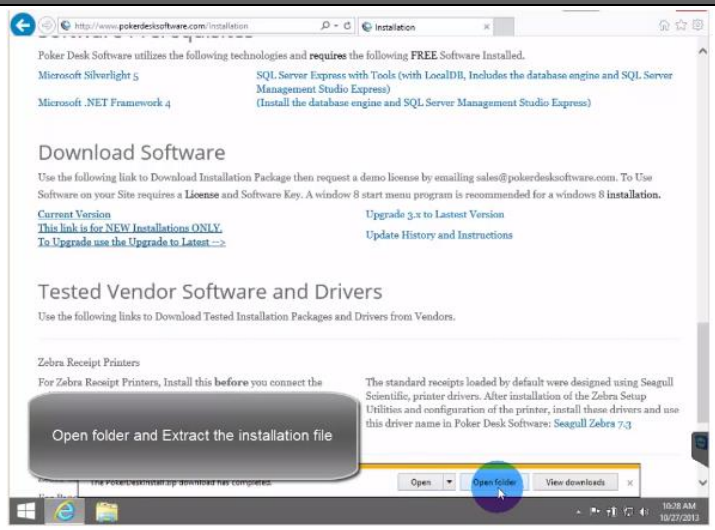
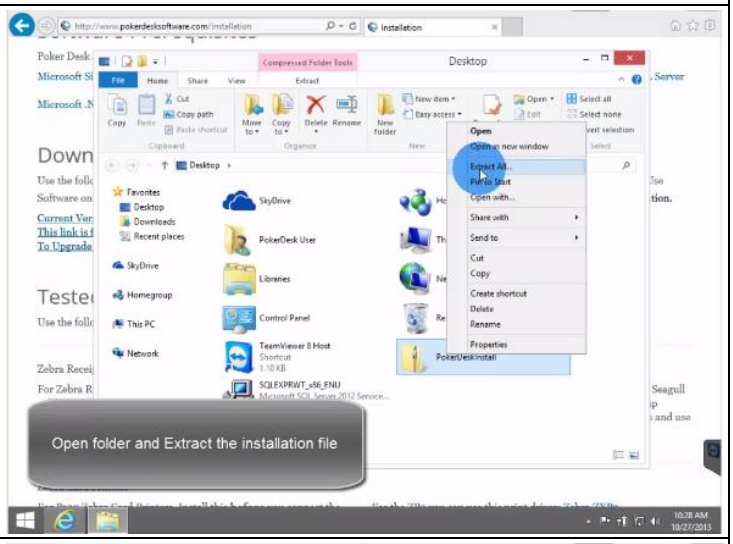
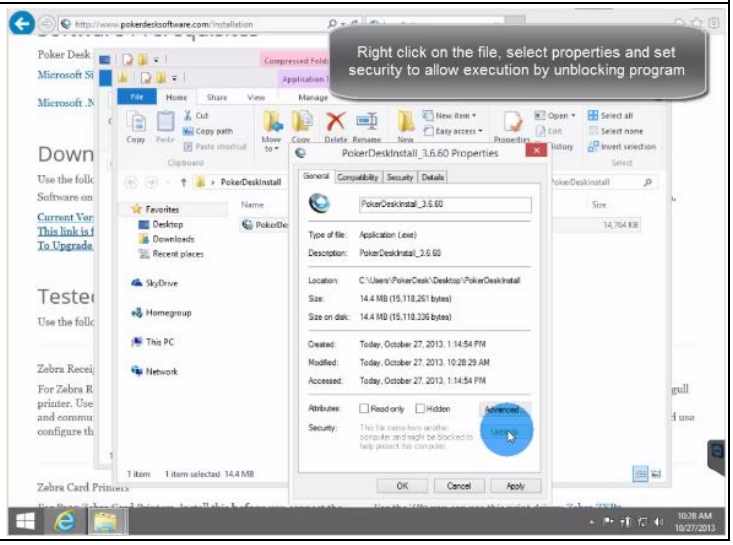
This is already installed on Windows 8.
http://www.microsoft.com/en-us/download/details.aspx?id=17851

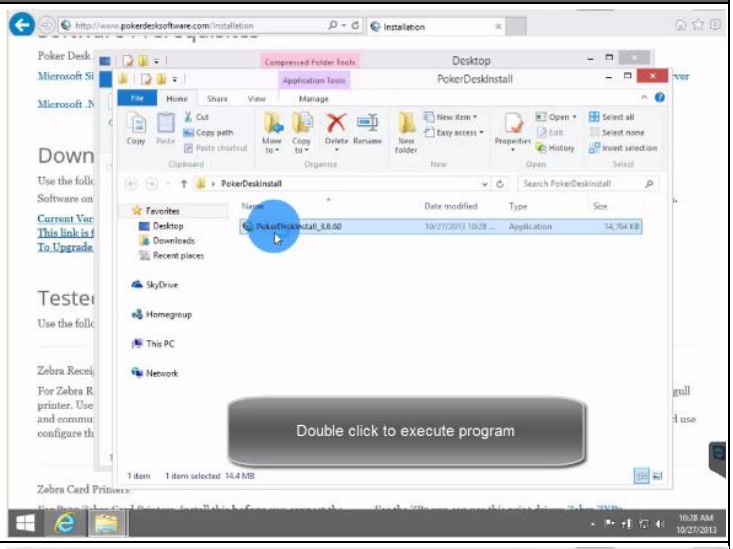
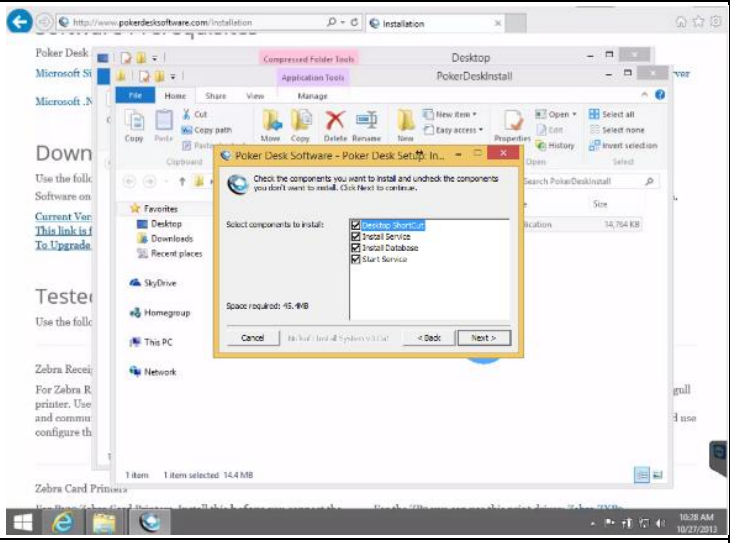
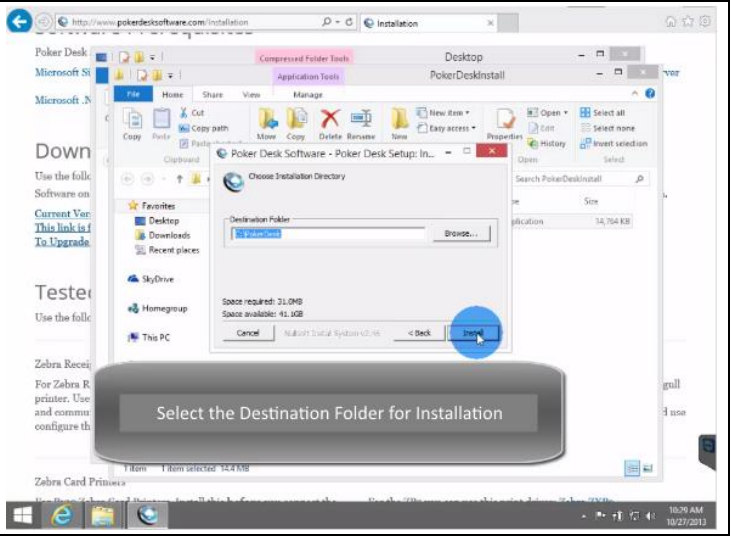
Step	Screen
Go to Poker Desk Software web site: Installation -> Software Prerequisites http://www.pokerdesksoftware.com Click on Microsoft .NET Framework 4	
Go to Microsoft .Net Framework 4 installer click on Download and follow directions	

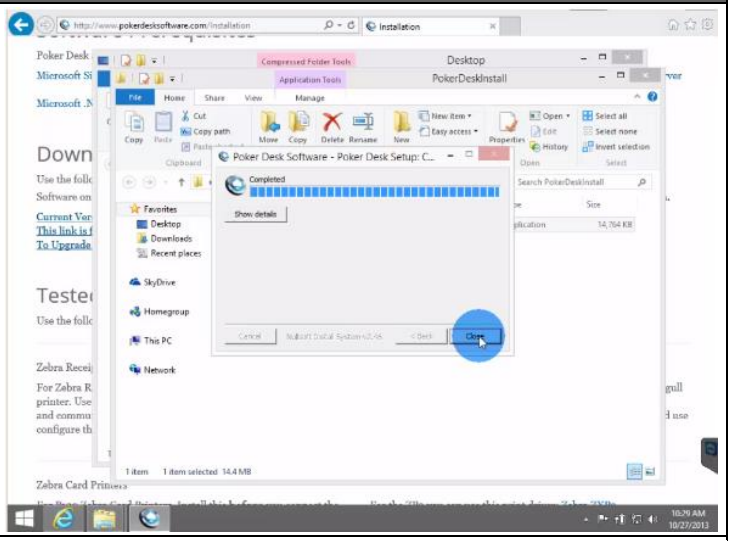
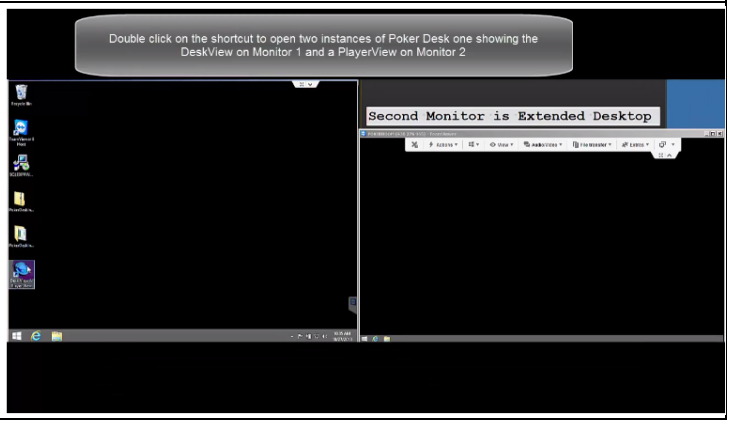
40.1.4 Install Poker Desk Software

Video:
http://www.pokerdesksoftware.com/Resources/TutorialsInstallation/InstallPokerDesk

Step	Screen
Go to Poker Desk Software web site: Installation -> Download Software http://www.pokerdesksoftware.com	
Click on Download Software	
Pick a location to save, we will need to find later to unzip	

Step	Screen
Open Folder after download	
Extract the installation file	
Right click on extracted file and allow execution of the file (Window 7, 8 only)	

Step	Screen
Double click to execute file	
Click Next For normal server installations leave all checked. If not installing local SQLExpress database then you should unclick: [ ] Install Database [ ] Start Service And see separate instructions on installation of Manual Installation of Poker Desk database.	
Select the Directory for the installation. Changing the default directory is now supported.	

Step	Screen
Completed	
To test your installation see video http://www.pokerdesksoftware.com/Resources/TutorialsInstallation/InstallationTest	 Double click on the shortcut to open two instances of Poker Desk one showing the DeskView on Monitor 1 and a PlayerView on Monitor 2 Second Monitor is Extended Desktop

40.2 Checklist for Installation of Poker Desk using Customer SQL Server

This installation steps for installation of Poker Desk with customer SQL server installation. This will be the main computer sharing information with client computers if multiple computers are utilized at Poker Room.

- Install Microsoft Silverlight (video and link)
  http://www.pokerdesksoftware.com/Resources/TutorialsInstallation/InstallingSilverlight
  http://www.microsoft.com/getsilverlight/get-started/install/default.aspx

- Microsoft .Net Framework 4 (this is already be installed on Windows 8)
  http://www.microsoft.com/en-us/download/details.aspx?id=17851

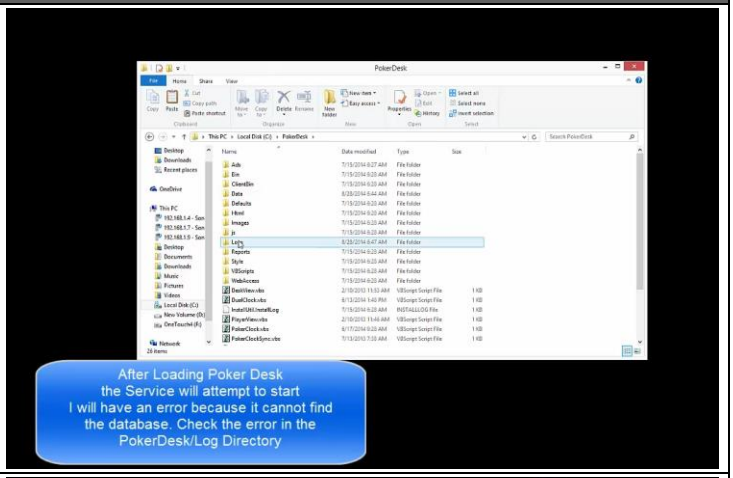
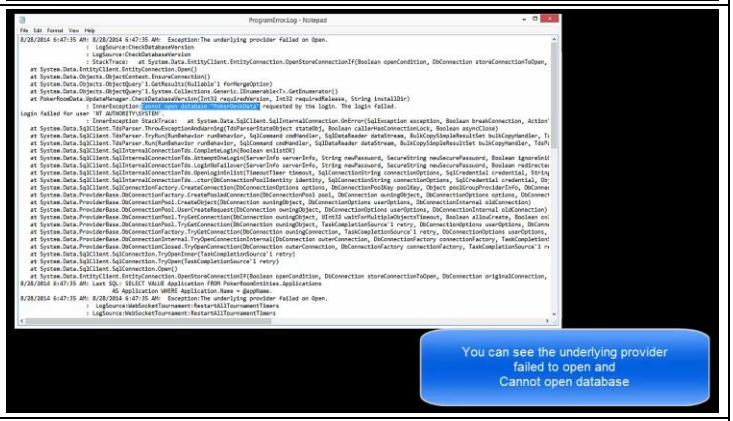
- Download and Install Poker Desk Software (video and link)
  http://www.pokerdesksoftware.com/Resources/TutorialsInstallation/InstallPokerDesk
  http://www.pokerdesksoftware.com/download/PokerDeskInstall.zip
  Uncheck:
  - [ ] Install Database
  - [ ] Start Service
-
- Install Poker Desk on SQL Server (video)
  http://www.pokerdesksoftware.com/Resources/TutorialsInstallation/Custom-Database-Installation

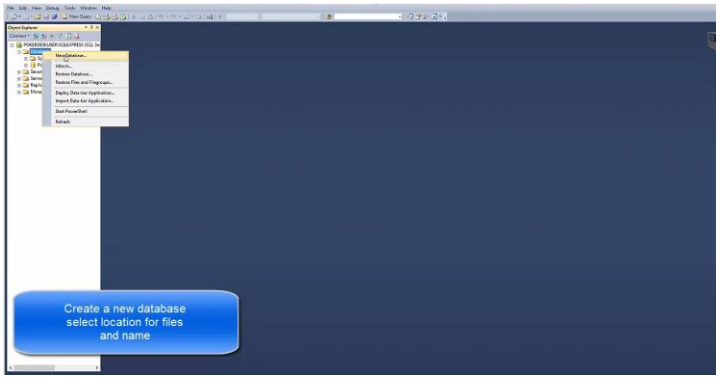
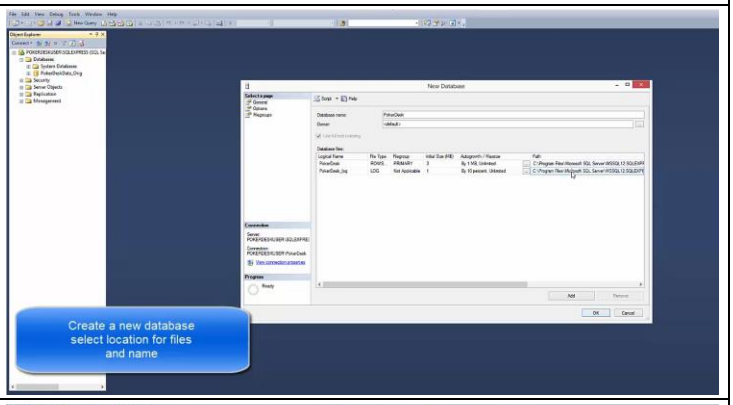
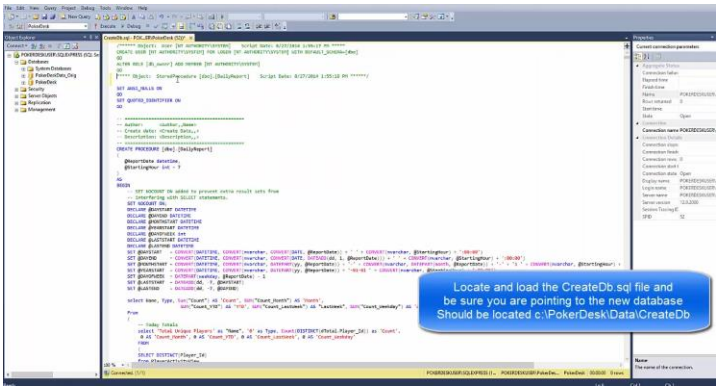
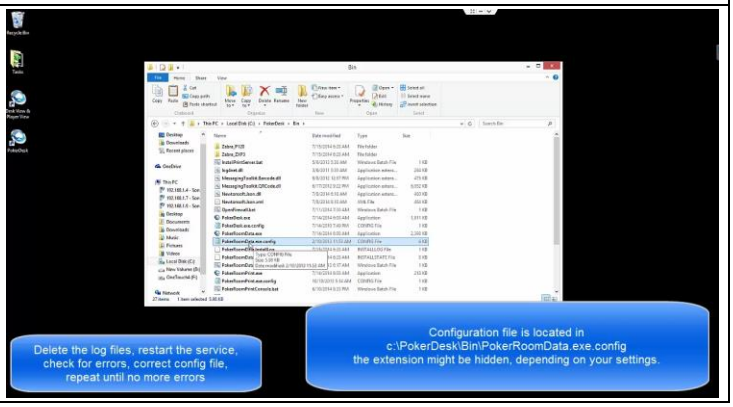
- Test Installation (video instructions)
  http://www.pokerdesksoftware.com/Resources/TutorialsInstallation/InstallationTest

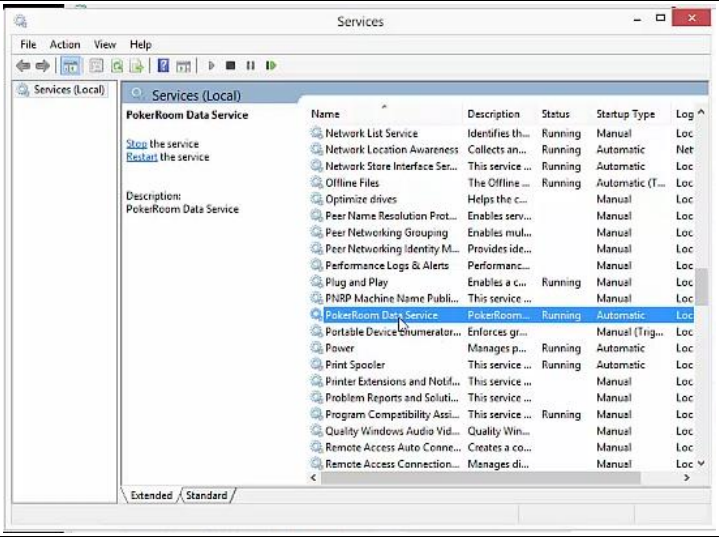
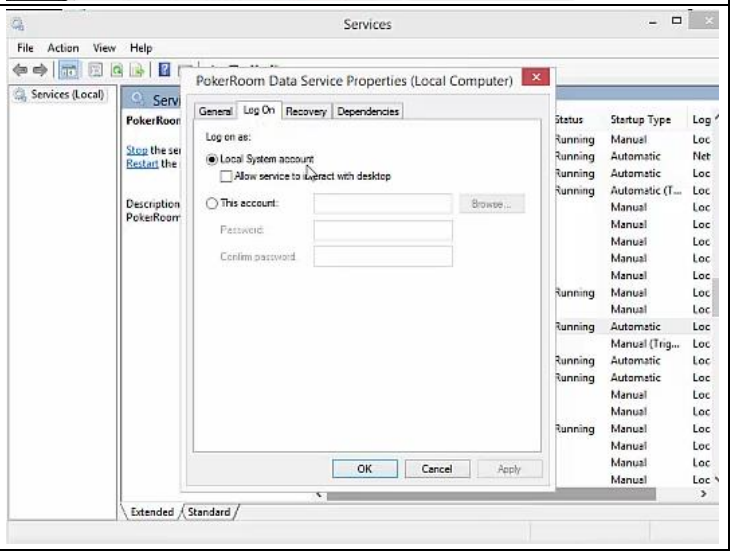
40.3 Manual Installation of Poker Desk Database

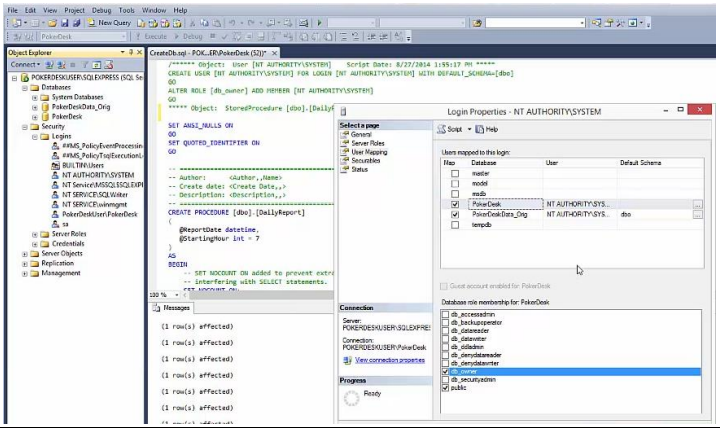
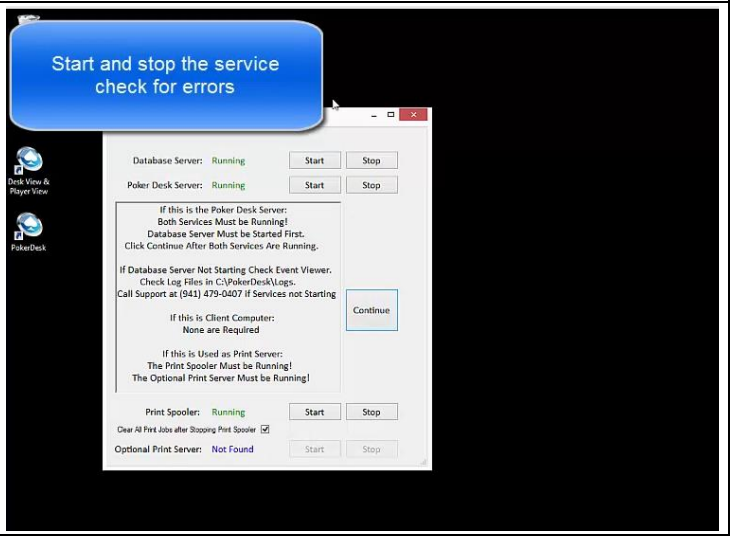
This is ONLY necessary if you are using a separate SQL Server not the local SQLExpress which is the standard installation procedure.

Video:
http://www.pokerdesksoftware.com/Resources/TutorialsInstallation/Custom-Database-Installation

Step	Screen
After loading Poker Desk, the service will attempt to start and will get an error because it cannot find the database. Check the log file for errors	
You can see in the error file at c:\PokerDesk\Logs\ProgramError.Log the database could not be opened.	
Locate and Open SQL Server Management	

Step	Screen
Create New Database	
Give Database a name and select location for files	
Locate and load CreateDB.sql file into a new query window. The file should be located at c:\PokerDesk\Data\CreateDb. Select the new database and execute the script.	
Modify the Configuration file c:\PokerDesk\Bin\PokerRoomData.exe.config. The extension might be hidden depending on your computer settings.	

Step	Screen
Look for the line with PokerRoomEntities and correct the Source and Initial Catalog to point to the Server and Database you just created.	
Locate the Poker Desk Service	
Verify the user running the service has rights to the sql server and the database	

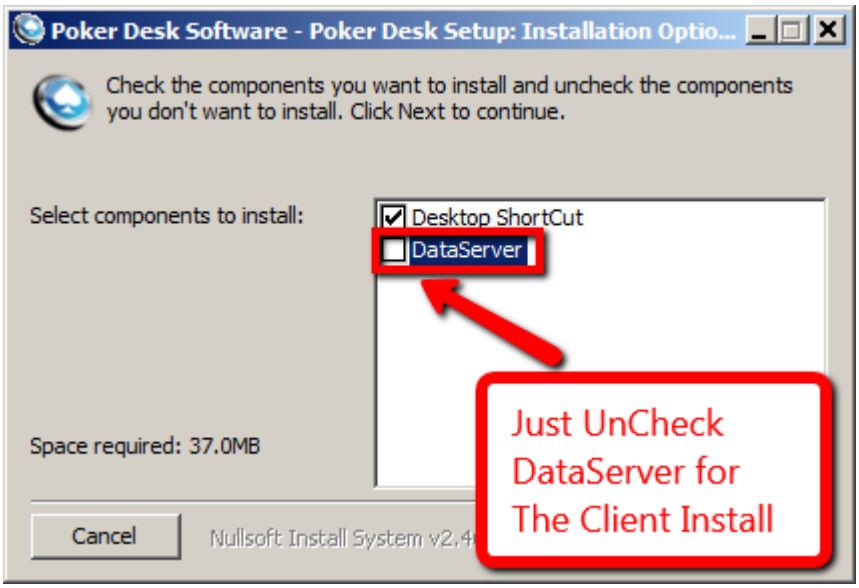
Step	Screen
Specify the user that is running the service and go back to SQL management and give that user access to the database and make db_owner	
Stop and start the service and check for errors	
The Database Server should not be running (since it's located on another computer) you should stop and start the Poker Desk Server.	

40.4 Installing Addition Client Computer(s)

The same installation program is used when installing Poker Desk to a client computer. The prerequisites of Microsoft Silverlight and Microsoft .NET Framework 4 are required but the SQLExpress is not required. Run the Poker Desk Installation program and uncheck the DataServer option.

Prerequisites:

- Microsoft Silverlight (http://www.microsoft.com/getsilverlight/get-started/install/default.aspx)
- Microsoft .Net Framework 4 (this should already be installed) (http://www.microsoft.com/en-us/download/details.aspx?id=17851)

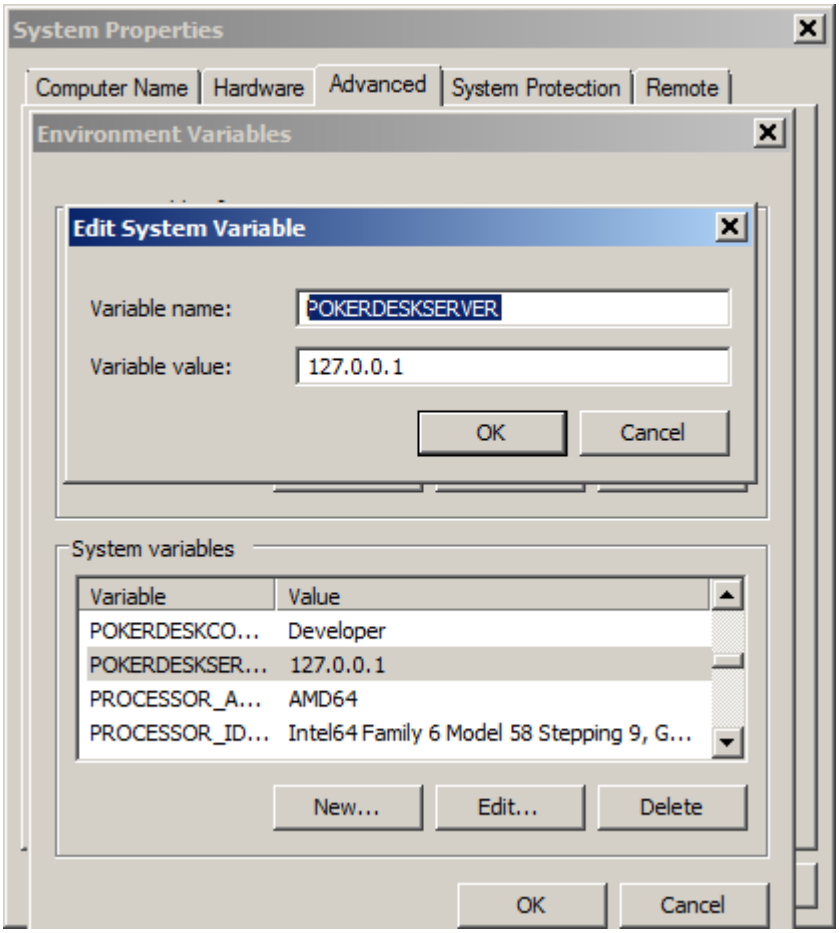

Poker Desk Software - Poker Desk Setup: Installation Optio...
Check the components you want to install and uncheck the components you don't want to install. Click Next to continue.
Select components to install:
Desktop ShortCut
DataServer
Space required: 37.0MB
Cancel
Nullsoft Install System v2.4
Just UnCheck DataServer for The Client Install

40.5 Pointing the client to the Server

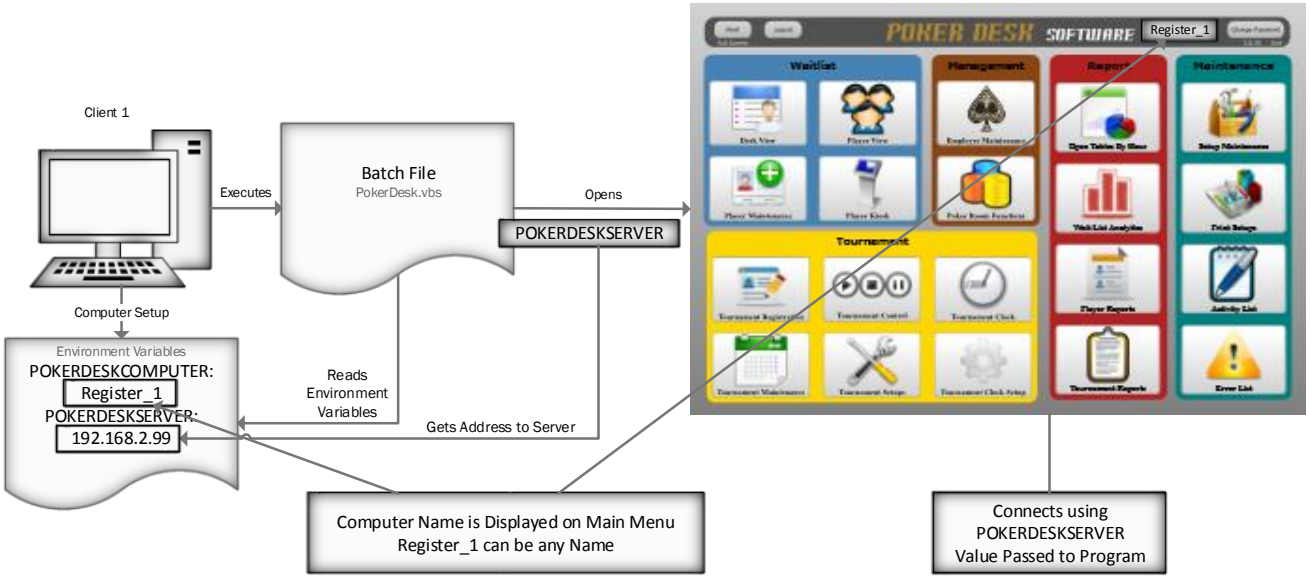
The Default batch file (see following section) uses environment variable to determine the location of the Poker Desk Data Server. After installation of Poker Desk, change the IP address of the environment variables to point to computer run the Poker Desk Data Server.

There are two environment variables used by the batch files.
POKERDESKCOMPUTER = this is the name of this client, only needed for redirecting printers.
POKERDESKSERVER = this is the address of the Poker Desk Server

You should also look at the firewall setting examples later in this section.



40.6 Client Computer Name and Server Address



40.7 Default Batch files

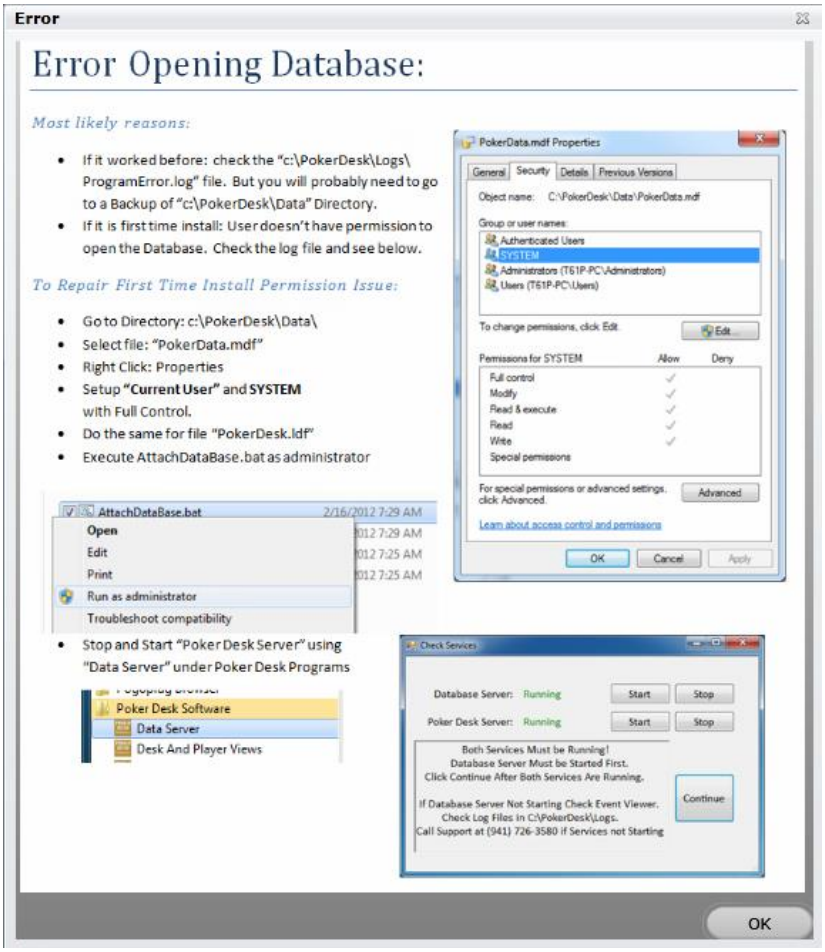
The installation program adds shortcuts to the following batch files in Start->All Programs->Poker Desk Software

If installation is using different monitors or to include different options, have your IT department modify the following batch file or use them as a template to creating new batch files.

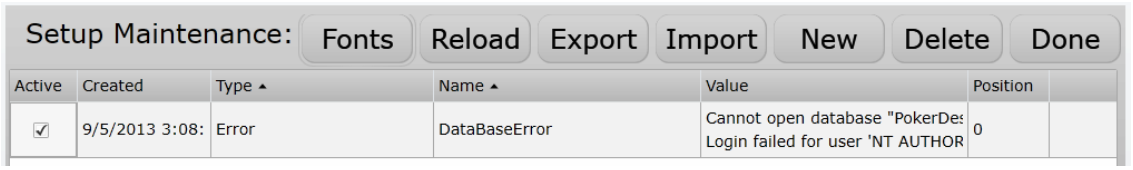
- DeskView.vbs: Open DeskView on monitor 1
- PlayerView.vbs: Open PlayerView on monitor 1
- PokerClock.vbs: Open Poker Clock "AddOnRebuy" on monitor 1
- PokerClockSync.vbs: Sync this computer time with server time
- PokerDesk.vbs: Open MainMenu on monitor 1
- PokerDeskSetup.vbs: Open DeskView on monitor 1, PlayerView on monitor 2

40.8 Solving Database Issues

Connection issues to the database are usually because Poker Desk was installed before the SQL Server, the database server required a re-install or some problem with authorization during installation. Usually the problem is either the Database (usually named PokerDeskData) did not get properly attached to SQL Express or the user running the windows service is not authorized to access the database. To diagnose the issues it is recommended to delete all the log files in the "c:\PokerDesk\Log\" directory and restart the service. This should give a clean log with the current issues. When there is an error with the database connection, you will usually see the following screen. There can be a problem with the access rights for current user and "NT AUTHORITY\SYSTEM" or the database was not properly connected to the SQL Express instance.


Error
Error Opening Database:
Most likely reasons:
If it worked before: check the "c:\PokerDesk\Logs\ ProgramError.log" file. But you will probably need to go to a Backup of "c:\PokerDesk\Data" Directory.
If it is first time install: User doesn't have permission to open the Database. Check the log file and see below.
To Repair First Time Install Permission Issue:
Go to Directory: c:\PokerDesk\Data\
Select file: "PokerData.mdf"
Right Click: Properties
Setup "Current User" and SYSTEM with Full Control.
Do the same for file "PokerDesk.ldf"
Execute AttachDataBase.bat as administrator
AttachDataBase.bat
Open
Edit
Print
Run as administrator
Troubleshoot compatibility
Stop and Start "Poker Desk Server" using "Data Server" under Poker Desk Programs
Poker Desk Software
Data Server
Desk And Player Views
PokerData.mdf Properties
Check Services
Database Server: Running
Poker Desk Server: Running
Start
Stop
Both Services Must be Running!
Database Server Must be Started First.
Click Continue After Both Services Are Running.
Continue
OK

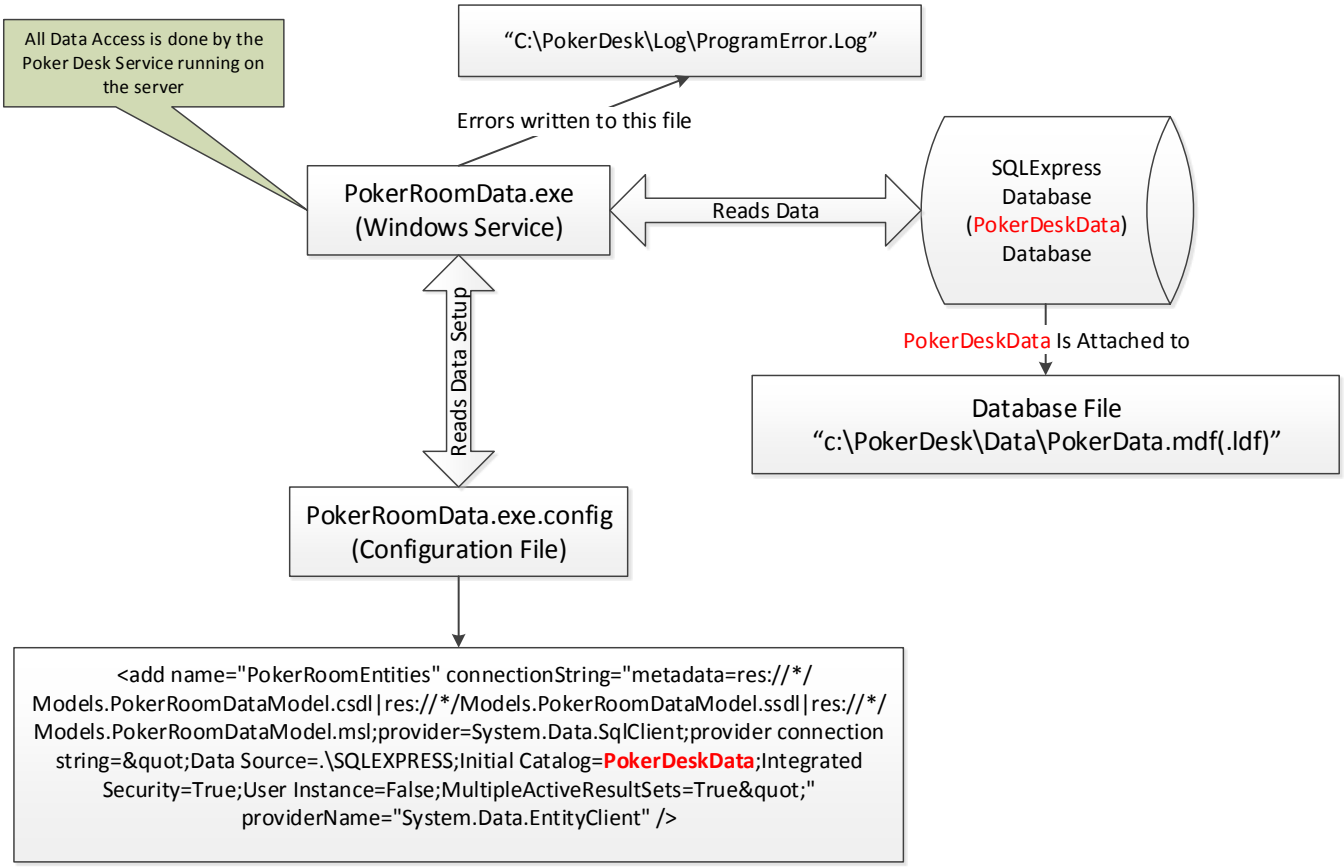
Or the follow information if going to the Setup Screen:



Cannot open database "PokerDeskData" requested by the login. The login failed.
Login failed for user 'NT AUTHORITY\SYSTEM'.

40.8.1 Manually setting up database access

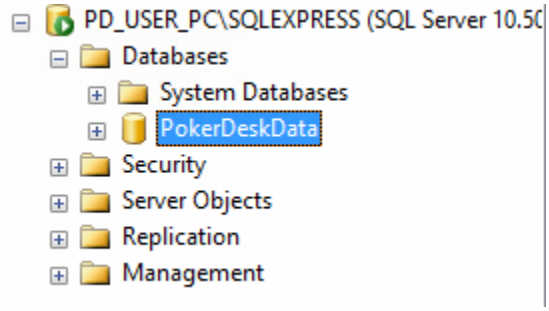
All Data Access is done from the Poker Room Data Window Service.


All Data Access is done by the Poker Desk Service running on the server
"C:\PokerDesk\Log\ProgramError.Log"
Errors written to this file
PokerRoomData.exe (Windows Service)
Reads Data
SQLExpress Database (PokerDeskData) Database
Reads Data Setup
PokerDeskData Is Attached to
Database File "c:\PokerDesk\Data\PokerData.mdf(.ldf)"
PokerRoomData.exe.config (Configuration File)
<add name="PokerRoomEntities" connectionString="metadata=res://*/ Models.PokerRoomDataModel.csdl|res://*/Models.PokerRoomDataModel.ssdl|res://*/ Models.PokerRoomDataModel.msl;provider=System.Data.SqlClient;provider connection string="Data Source=.\SQLEXPRESS;Initial Catalog=PokerDeskData;Integrated Security=True;User Instance=False;MultipleActiveResultSets=True"" providerName="System.Data.EntityClient" />
PokerDeskData

40.8.1.1 Be sure database is attached to SQL Express

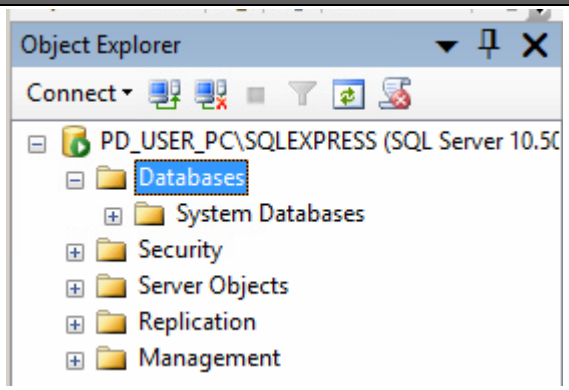
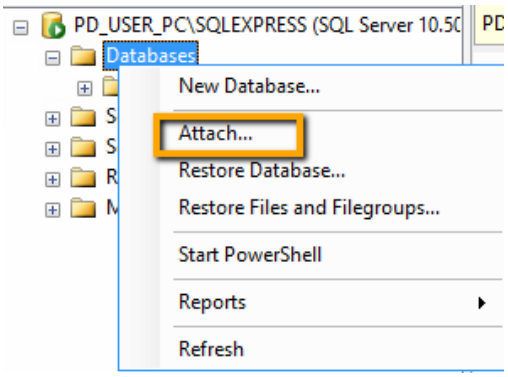
Load "Microsoft SQL Server Management Studio" and you should see the following after connecting to the local instance of "SQL Express" and expanding the Databases:

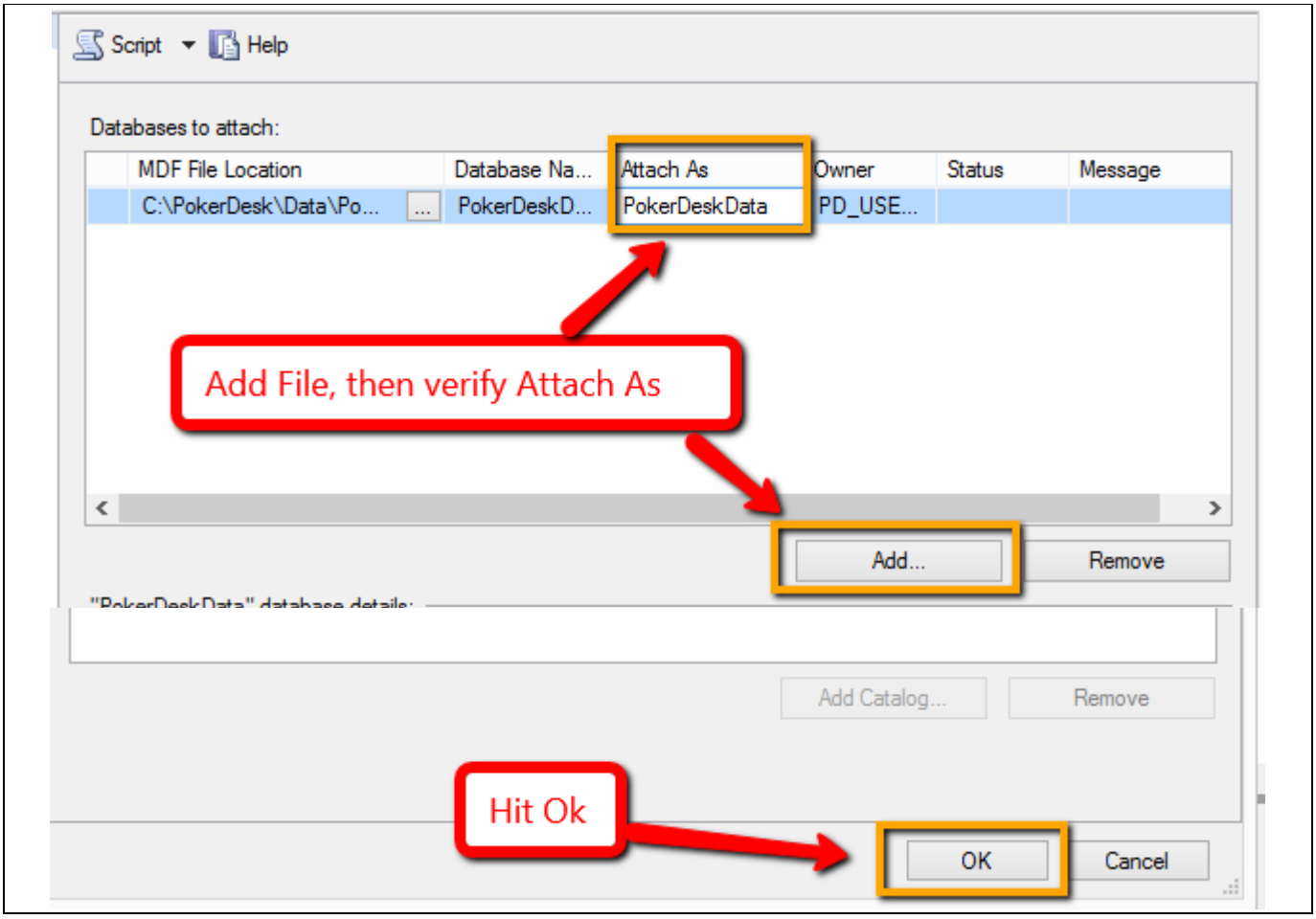
Connect to Local SQL Express:	You Database Attached you should see this

Connect to Local SQL Express:	You Database Attached you should see this
	

40.8.1.2 Connecting Database if not connected

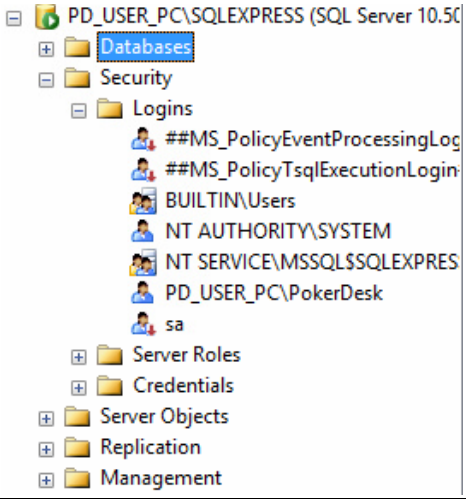
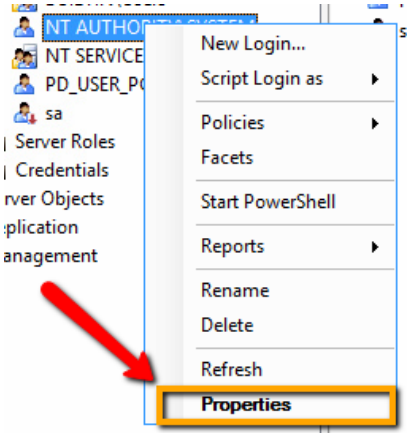
If the database didn't get connected to SQL Express follow the following steps or execute the batch file: "C:\PokerDesk\Data\ AttachDatabase.bat".

Select Databases	Right Click and Attach
	
Add File, Check the "Attach As" then hit Ok	

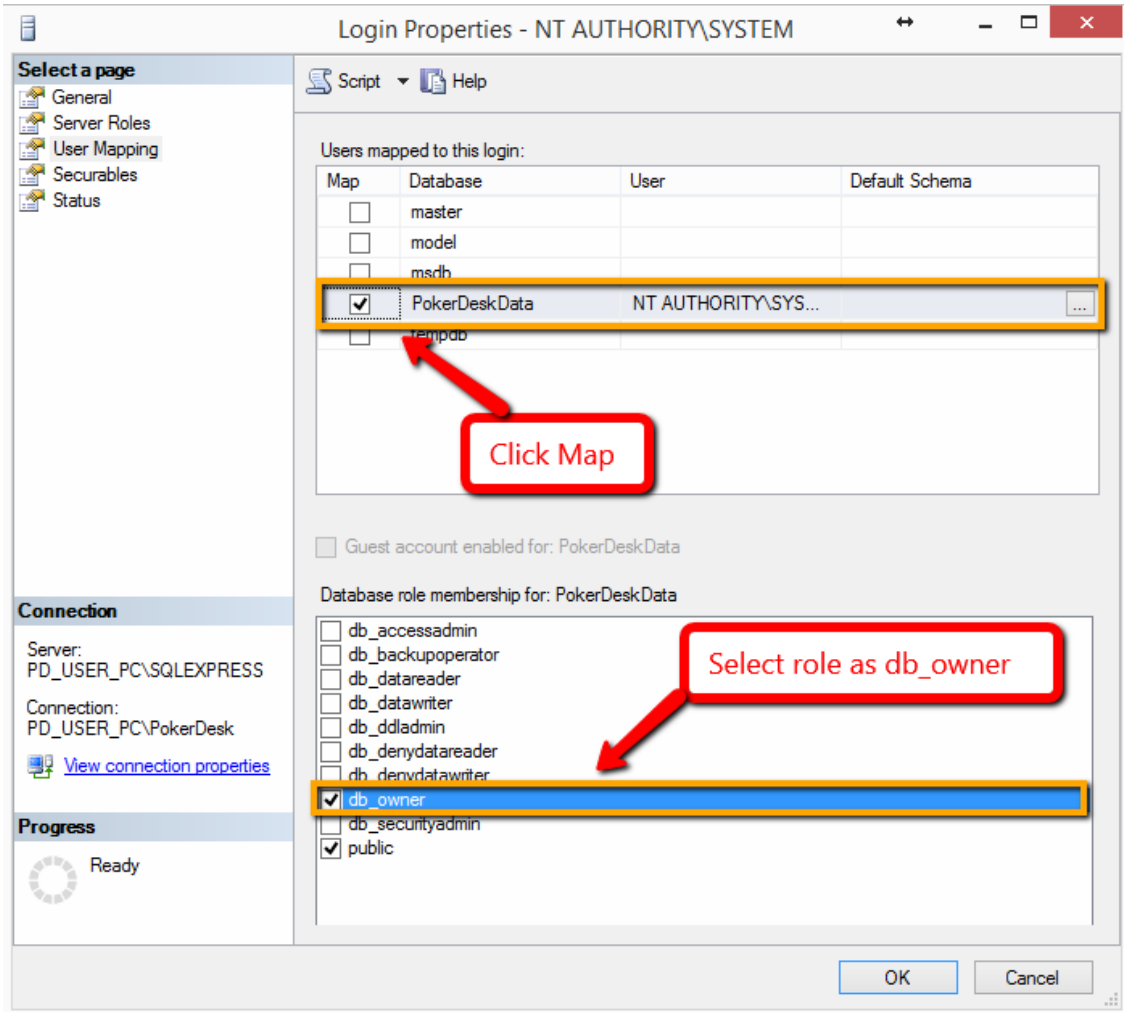

Script
Help
Databases to attach:
MDF File Location
Database Na...
Attach As
Owner
Status
Message
C:\PokerDesk\Data\Po...
PokerDeskD...
PokerDeskData
PD_USE...
Add File, then verify Attach As
Add...
Remove
Add Catalog...
Remove
Hit Ok
OK
Cancel

40.8.1.3 Correcting "Login failed for user 'NT AUTHORITY\SYSTEM'." Error

This is sometimes an error with the database attachment and not what it seems. But when manually setting up an attachment this step is necessary. There is also a batch file "C:\PokerDesk\Data\GrantNTAuthorityAccess.bat"

Expand Security Logins and select NT AUTHORITY	Right Click and Properties
	

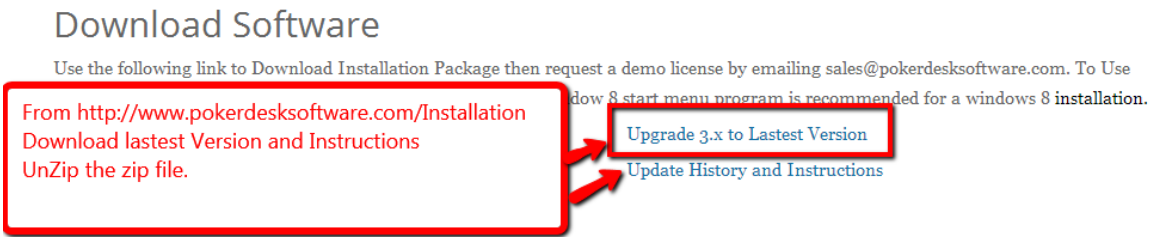
Select Database PokerDeskData and Select db_owner as Database role



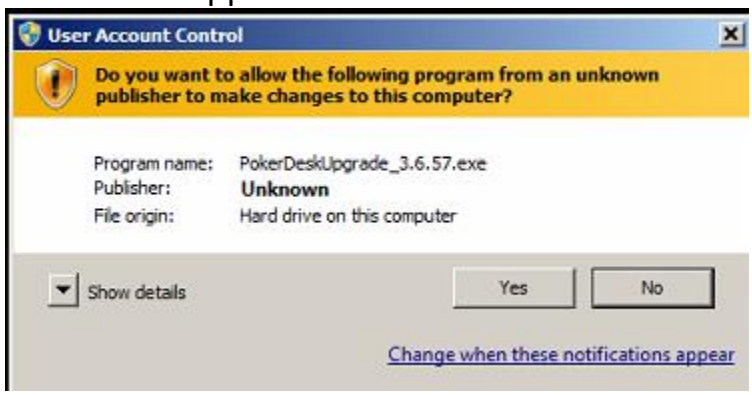
40.9 Updating Poker Desk Software

Normally only the Poker Desk Data Server needs to have updates installed. The client download the latest version of the software when executed. Occasionally the clients will need to be updated, but this is rare and the instruction will specify.

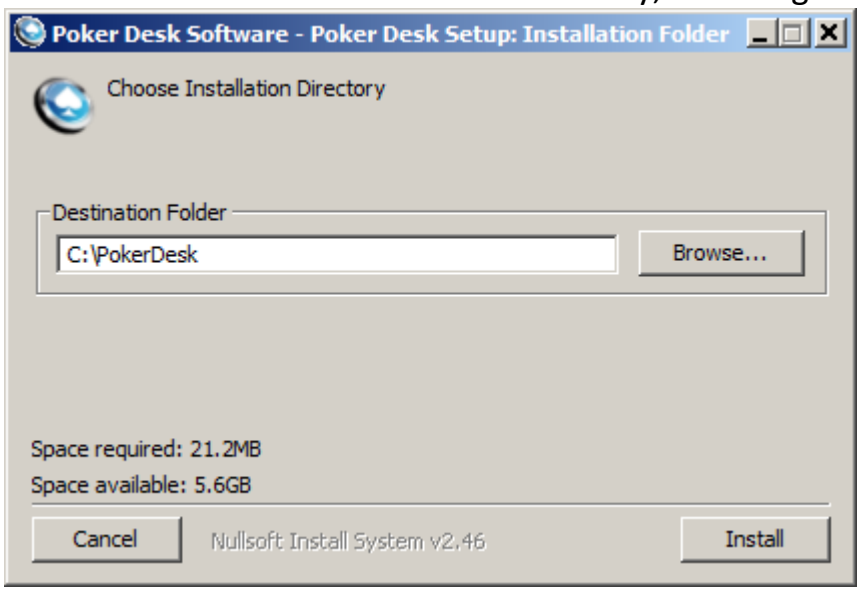
1) Download Update from website “http://www.pokerdesksoftware.com/Installation”


Download Software
Use the following link to Download Installation Package then request a demo license by emailing sales@pokerdesksoftware.com. To Use
dow 8 start menu program is recommended for a windows 8 installation.
From http://www.pokerdesksoftware.com/Installation
Download lastest Version and Instructions
UnZip the zip file.
Upgrade 3.x to Lastest Version
Update History and Instructions

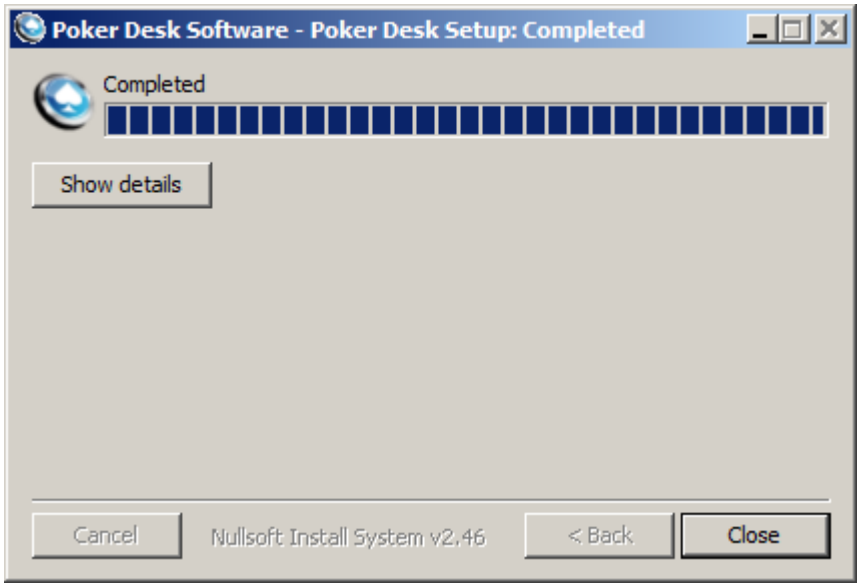
2) Unzip file:
3) Execute the unzipped file


User Account Control
Do you want to allow the following program from an unknown publisher to make changes to this computer?
Program name: PokerDeskUpgrade_3.6.57.exe
Publisher: Unknown
File origin: Hard drive on this computer
Show details
Yes
No
Change when these notifications appear

4) Confirm can make changes
5) Should have installed in standard directory, no changes



6) Click Install



7) Click Close
8) Check to following for update specifics to see if any data needs to be imported or corrected

40.10 Steps to use existing SQL Server

- Install Poker Desk software on a computer.
- Copy the two database files to your sql server
    - (c:\PokerDesk\Data\PokerData.* (.mdf and .log))
- Go to your SQL Management Console and attach the database.
- Change the user running the PokerRoomDataService to a Domain User
- Give that Domain User rights on the SQL Server to the attached database.
- Modify the file c:\PokerDesk\bin\PokerRoomData.exe.config
    - The connection string will need to be changed to point to the server and database.
    - On the computer with Poker Desk installed:
    - Change this line to point to the SQL Server
    - <add name="PokerRoomEntities" connectionString="metadata=res://*/Models.PokerRoomDataModel.csdl|res://*/Models.PokerRoomDataModel.ssdl|res://*/Models.PokerRoomDataModel.msl;provider=System.Data.SqlClient;provider connection string="Data Source=.\SQLEXPRESS;Initial Catalog=SKCPoker;Integrated Security=True;User Instance=False;MultipleActiveResultSets=True"" providerName="System.Data.EntityClient" />
    - This part will need to be changed:
        - ;Data Source={{ServerName}};Initial Catalog=PokerData

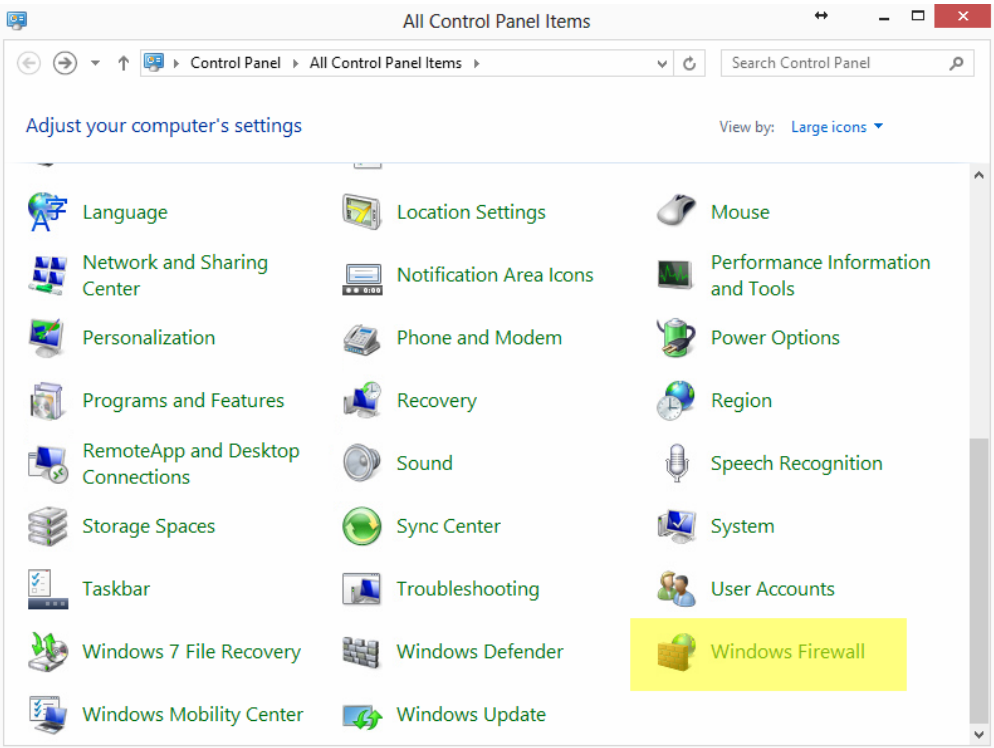
- Delete all the files in c:\PokerDesk\Logs
- Stop and Start the PokerRoomDataService service
- Check the logs to see errors and fix.

40.11 Firewall Setting

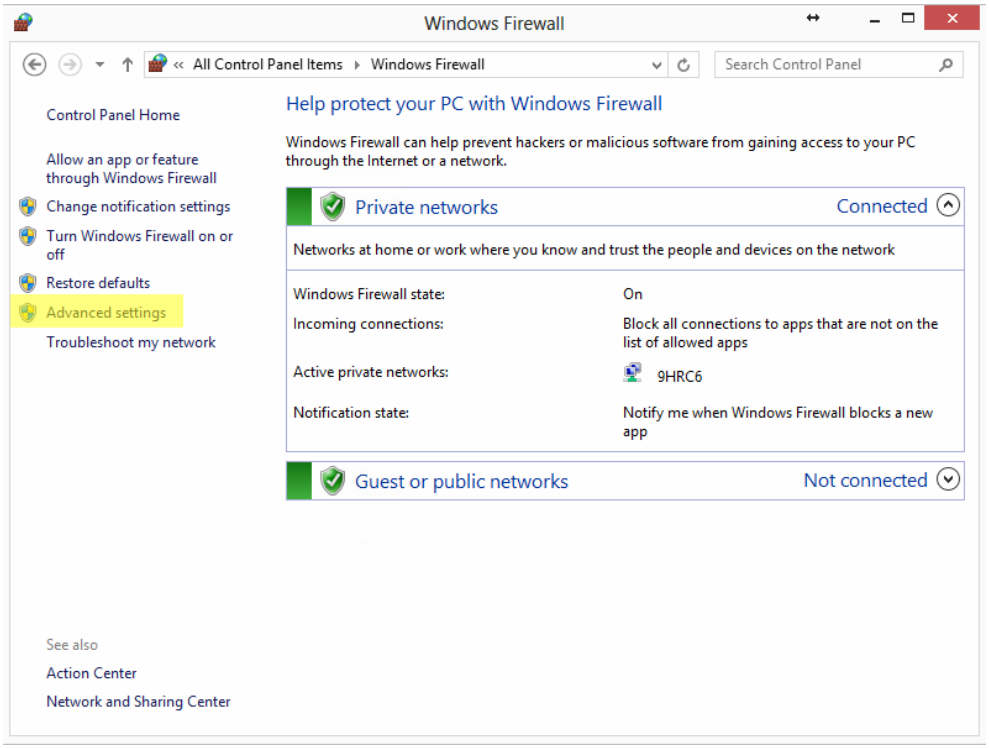
If you are running on multiple computers connecting to the Poker Desk Server the firewall must be configured to allow communications. Poker Desks Communicates thru port 80 for web pages, port 943 for policy server (allowed connections) and port 4530 for web sockets. The easiest way to tell if this is an issue is to temporarily turn the firewall off.

Steps to setup firewall:

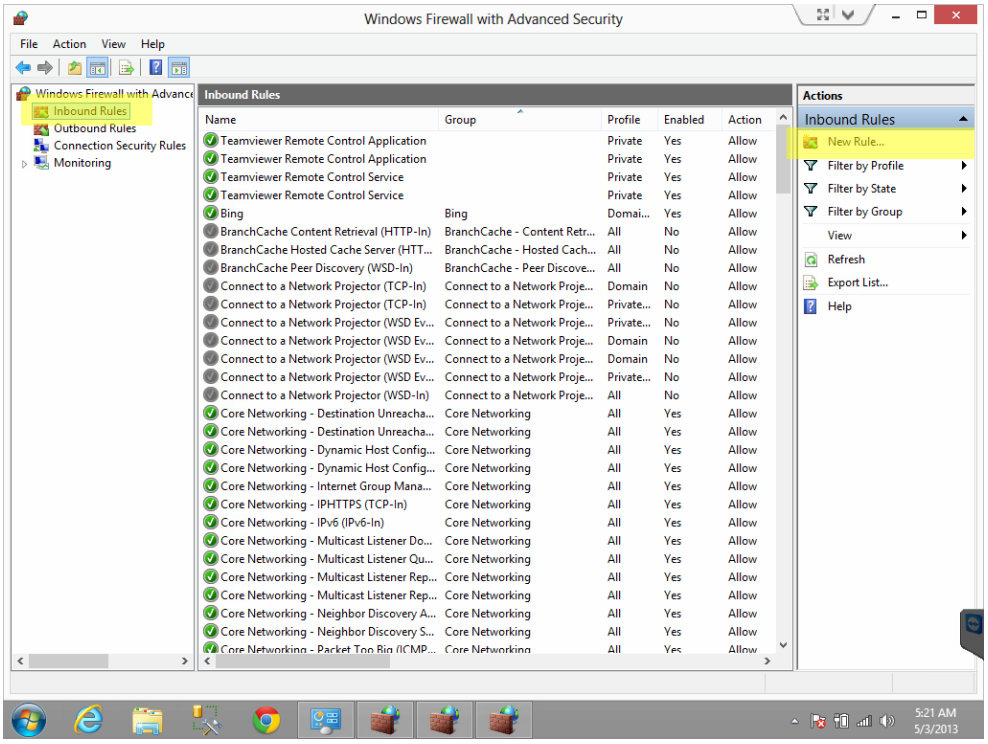
1. From Control Panel Select Window Firewall



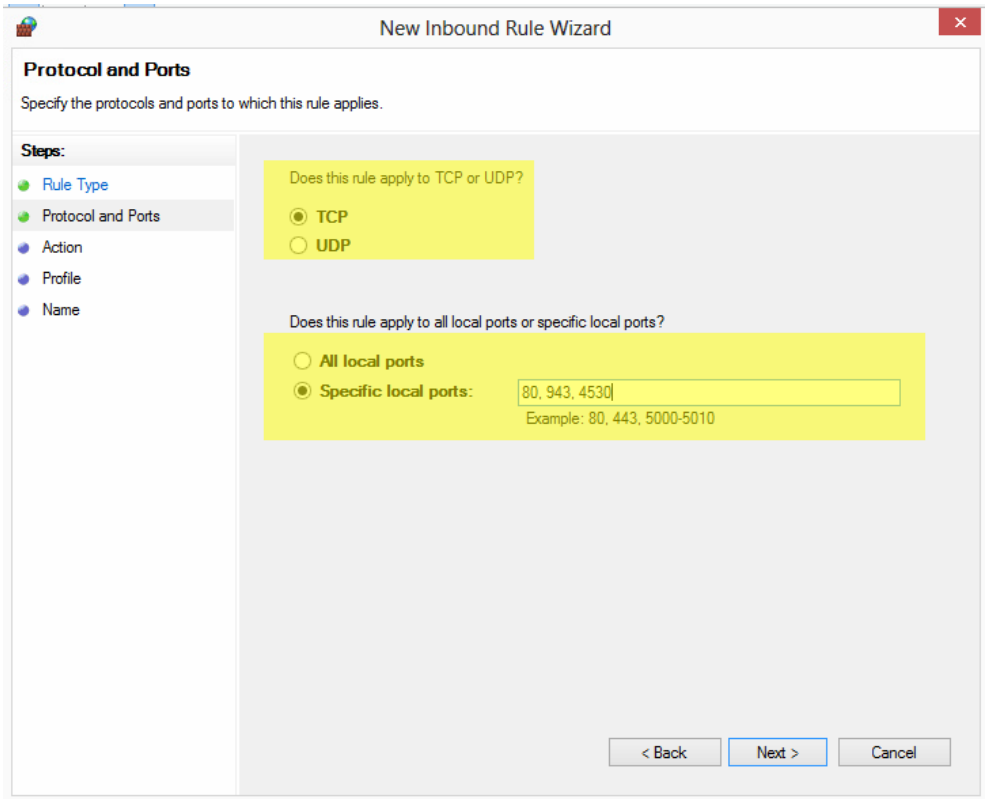
2. Click on Advanced Settings


Windows Firewall
All Control Panel Items ▸ Windows Firewall
Search Control Panel
Control Panel Home
Allow an app or feature through Windows Firewall
Change notification settings
Turn Windows Firewall on or off
Restore defaults
Advanced settings
Troubleshoot my network
Help protect your PC with Windows Firewall
Windows Firewall can help prevent hackers or malicious software from gaining access to your PC through the Internet or a network.
Private networks
Connected
Networks at home or work where you know and trust the people and devices on the network
Windows Firewall state:
On
Incoming connections:
Block all connections to apps that are not on the list of allowed apps
Active private networks:
9HRC6
Notification state:
Notify me when Windows Firewall blocks a new app
Guest or public networks
Not connected
See also
Action Center
Network and Sharing Center

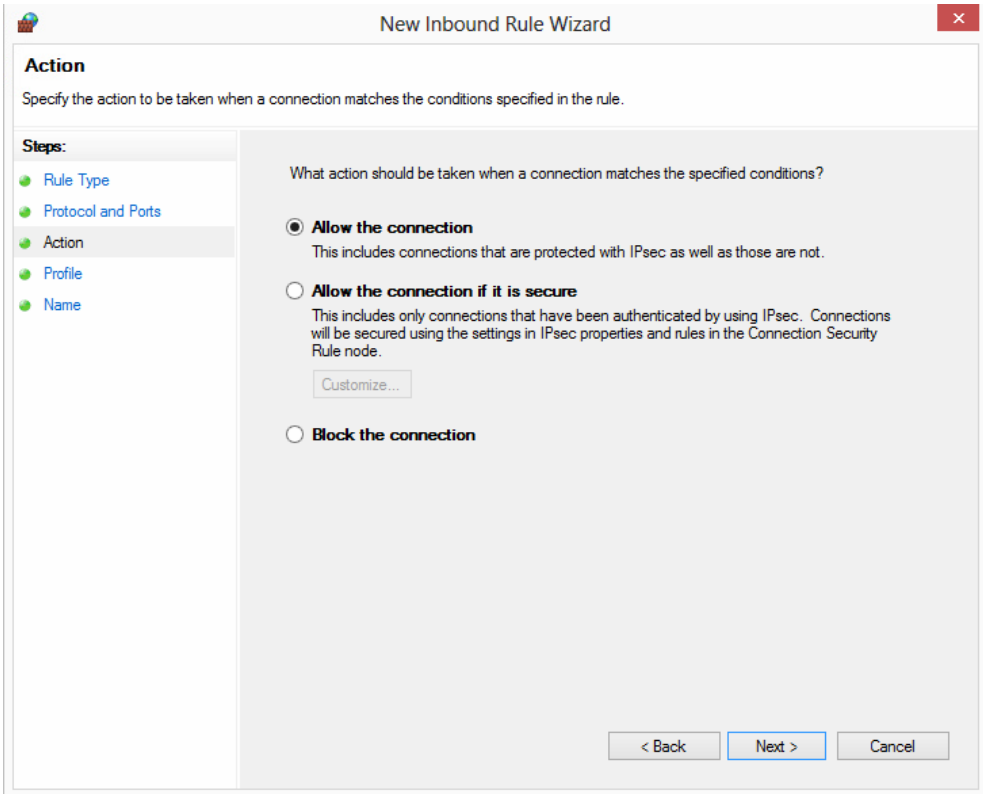
3. Create Inbound New Rule



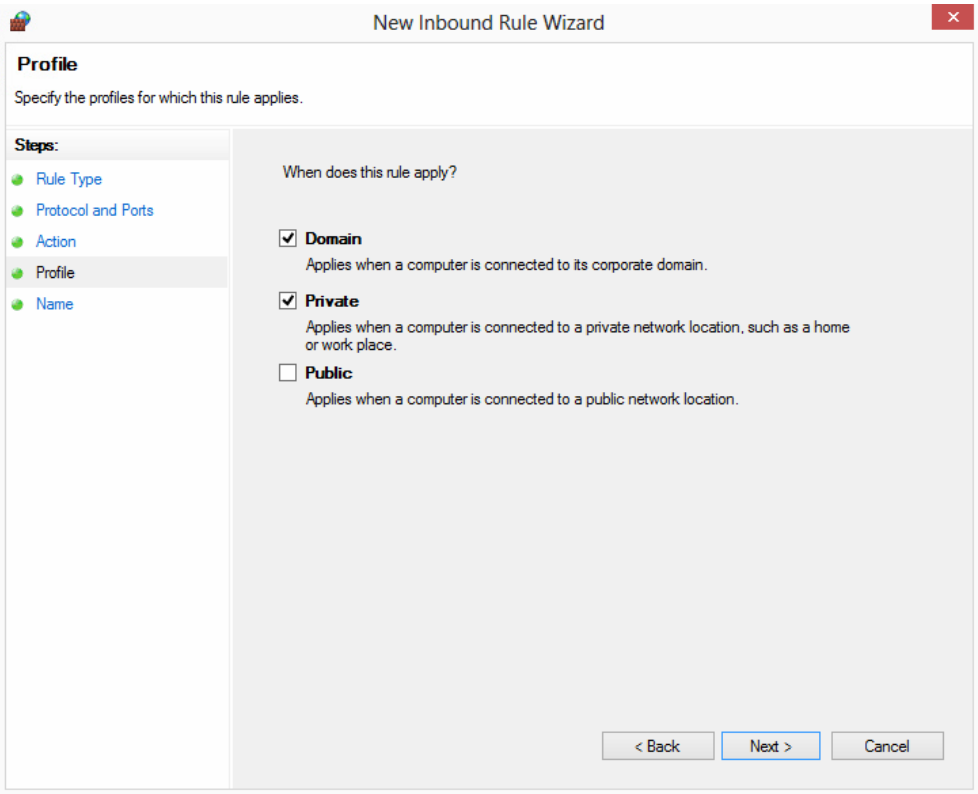
4. Select Rule Type: TCP, and Specified Ports: 80, 943, 4530



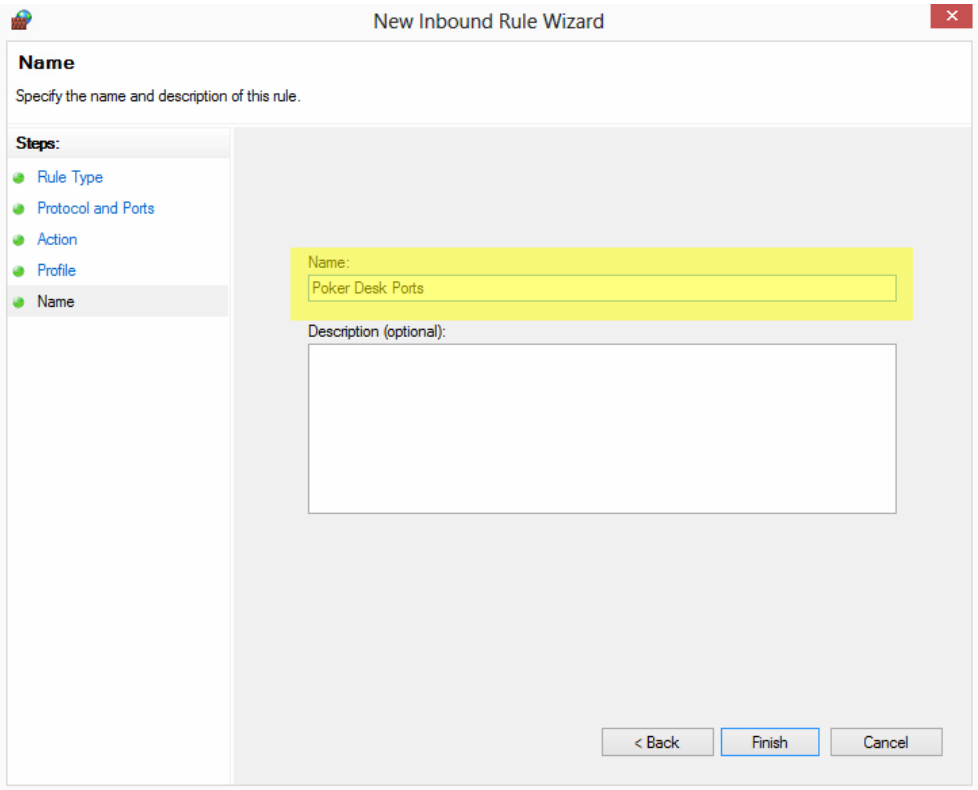
5. Specify Action: Allow the Connection


New Inbound Rule Wizard
Action
Specify the action to be taken when a connection matches the conditions specified in the rule.
Steps:
Rule Type
Protocol and Ports
Action
Profile
Name
What action should be taken when a connection matches the specified conditions?
Allow the connection
This includes connections that are protected with IPsec as well as those are not.
Allow the connection if it is secure
This includes only connections that have been authenticated by using IPsec. Connections will be secured using the settings in IPsec properties and rules in the Connection Security Rule node.
Customize...
Block the connection
< Back
Next >
Cancel

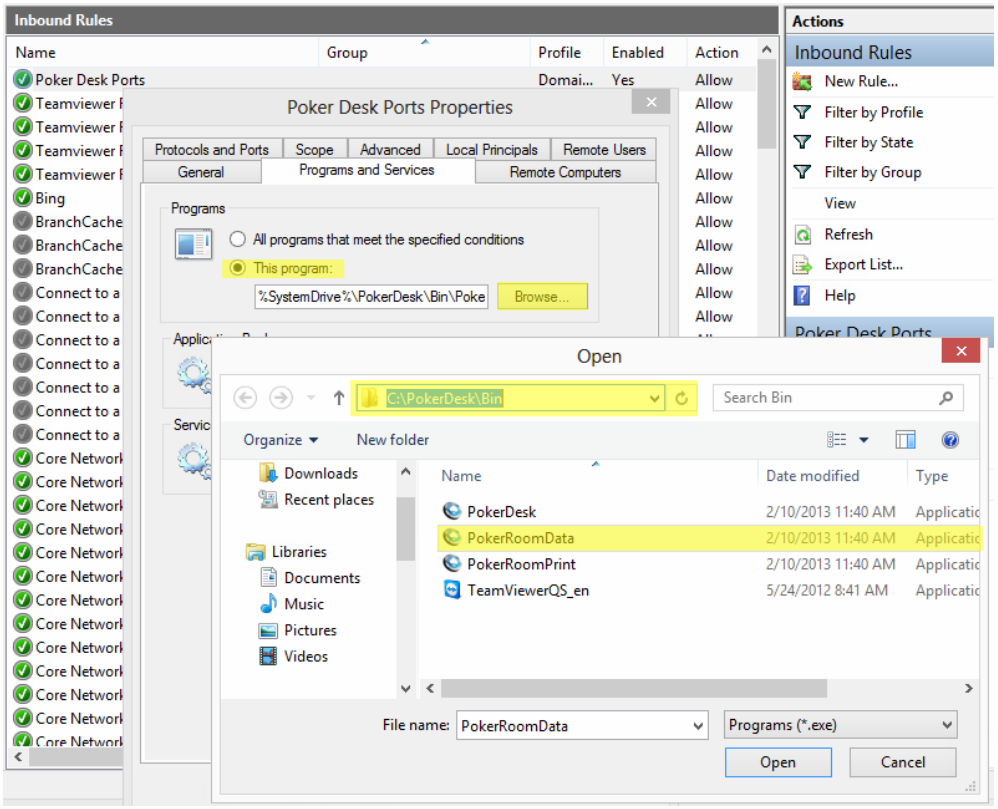
6. Select the Domains (Profile)


New Inbound Rule Wizard
Profile
Specify the profiles for which this rule applies.
Steps:
Rule Type
Protocol and Ports
Action
Profile
Name
When does this rule apply?
Domain
Applies when a computer is connected to its corporate domain.
Private
Applies when a computer is connected to a private network location, such as a home or work place.
Public
Applies when a computer is connected to a public network location.
< Back
Next >
Cancel

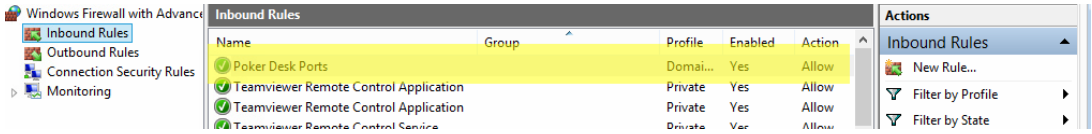
7. Name the Rule: “Poker Desk Ports”



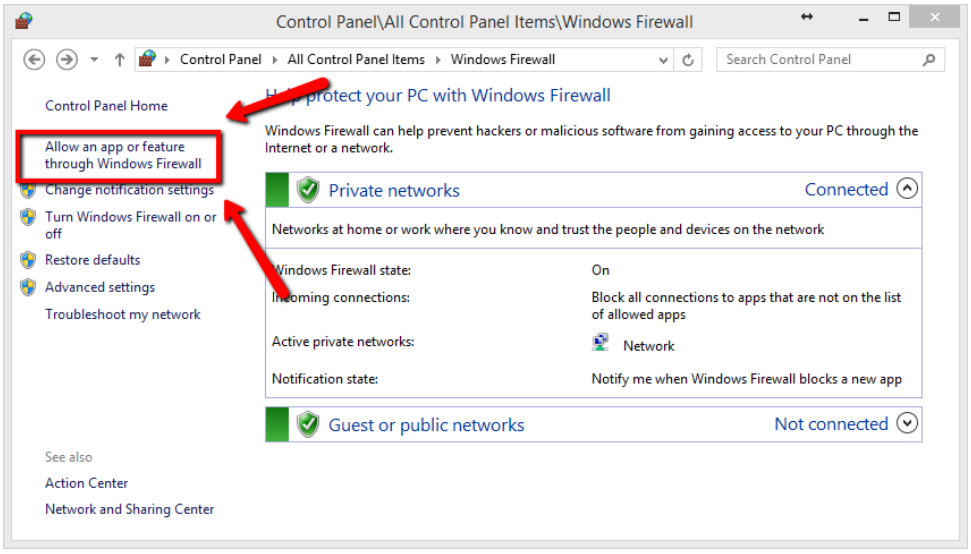
8. Select Properties of “Poker Desk Ports” , Click Programs and Services, select PokerRoomData Program



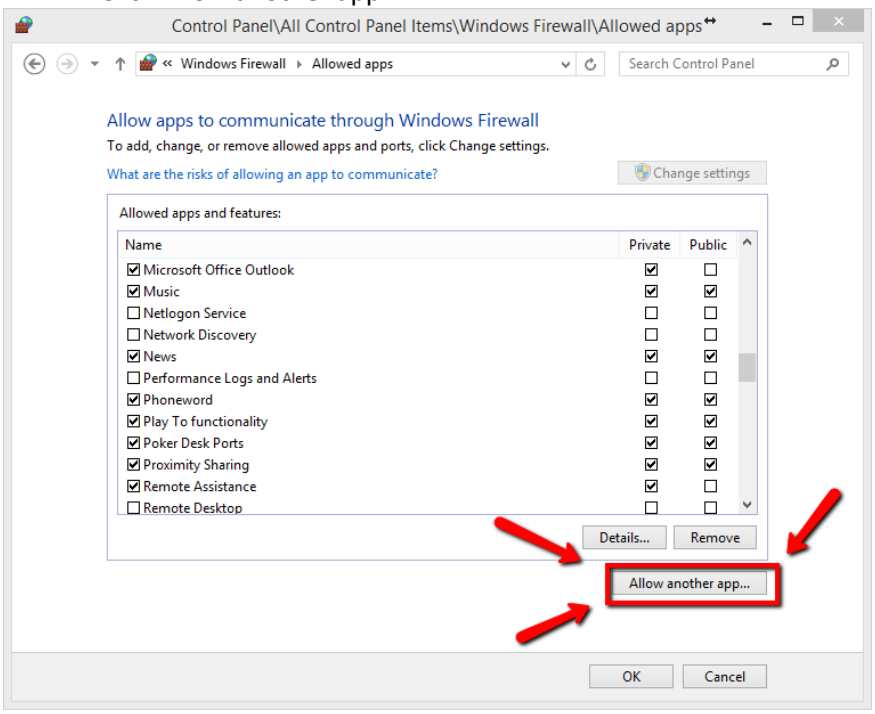
9. Finished and Enabled Inbound Rule



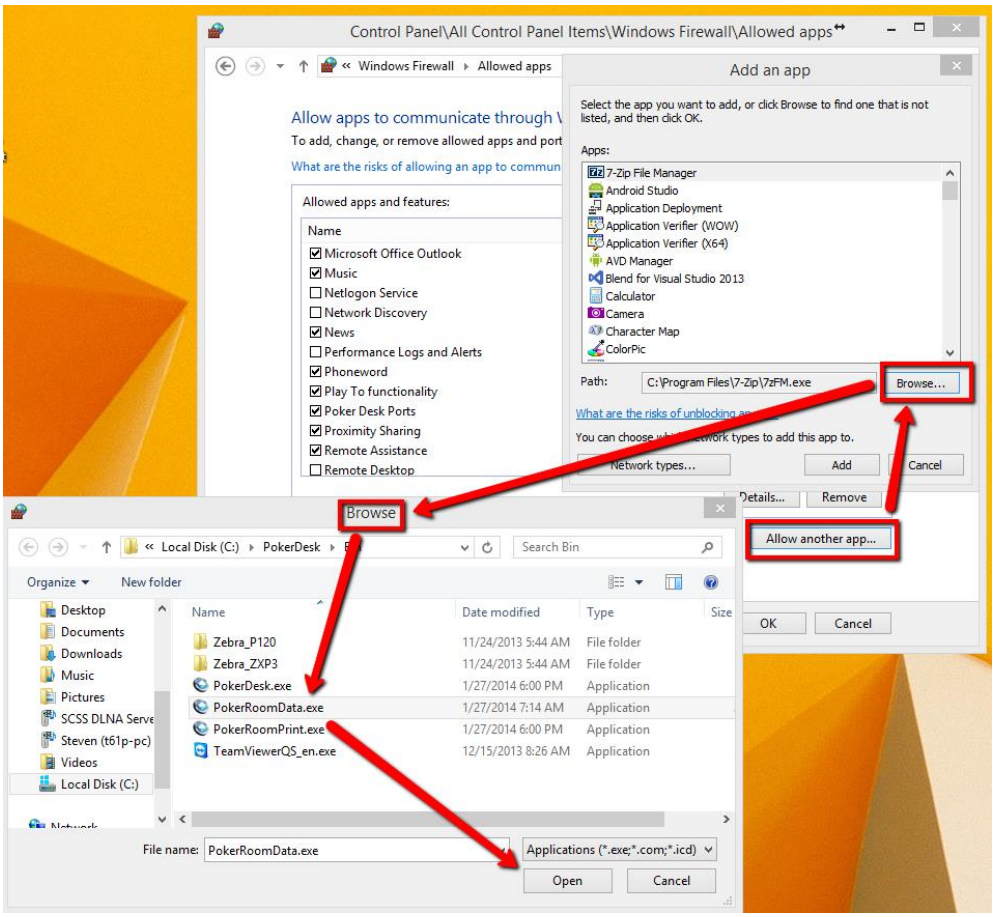
10. Be sure program is in the list of allowed programs. Click on this and select c:\PokerDesk\Bin\PokerRoomData.exe

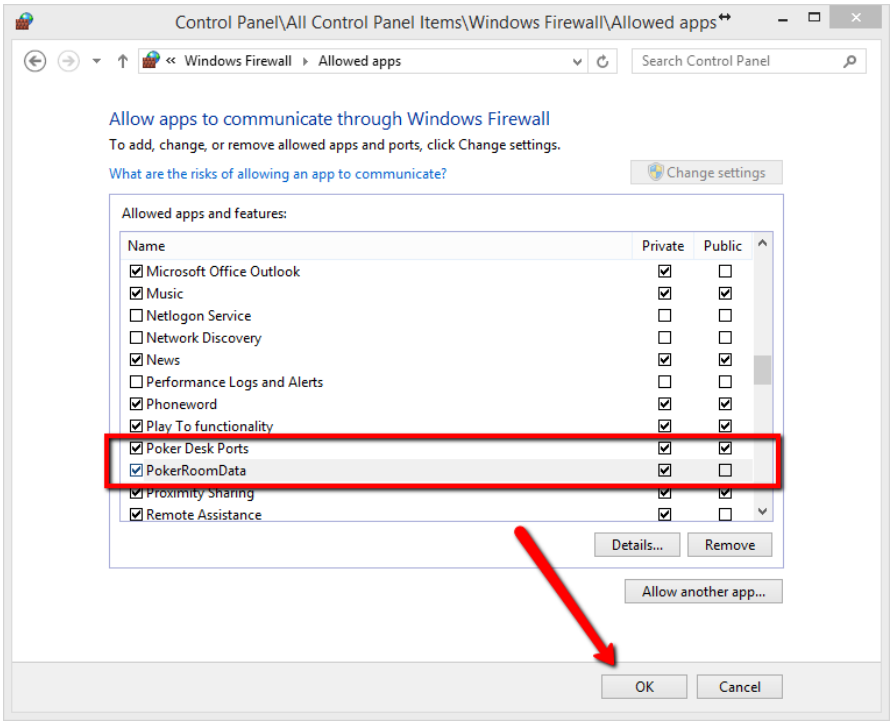

Control Panel\All Control Panel Items\Windows Firewall
Control Panel
All Control Panel Items
Windows Firewall
Search Control Panel
Control Panel Home
Allow an app or feature through Windows Firewall
Change notification settings
Turn Windows Firewall on or off
Restore defaults
Advanced settings
Troubleshoot my network
protect your PC with Windows Firewall
Windows Firewall can help prevent hackers or malicious software from gaining access to your PC through the Internet or a network.
Private networks
Connected
Networks at home or work where you know and trust the people and devices on the network
Windows Firewall state:
On
Incoming connections:
Block all connections to apps that are not on the list of allowed apps
Active private networks:
Network
Notification state:
Notify me when Windows Firewall blocks a new app
Guest or public networks
Not connected
See also
Action Center
Network and Sharing Center

11. Click Allow another app.



12. Browse and Select c:\PokerDesk\Bin\PokerRoomData.exe





40.12 Zebra GX420 Installation

Poker Desk uses a third party print driver with the sample receipts. If you do not use a Zebra printer or you use a different print driver, the receipt definitions would need to be adjusted. Poker Desk does not use and proprietary or specific information from the drivers but relies on the printer to handle specifics such as paper type and cutting. This allow Poker Desk to run with any printer, but the receipt layout might need to be adjusted.

40.12.1 Install Zebra Setup Utilities

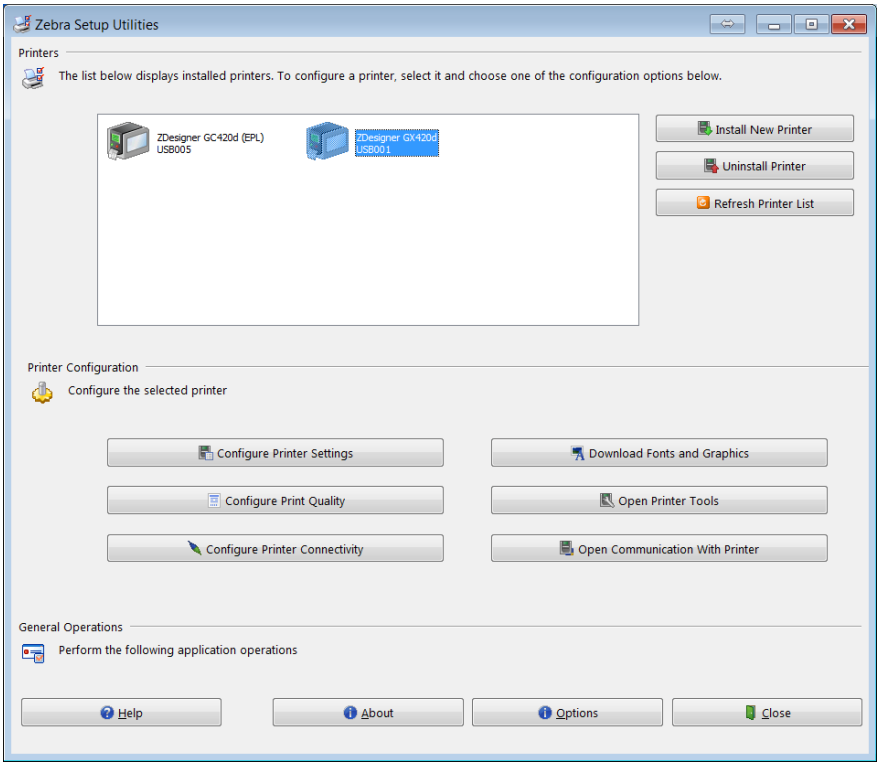
Before you connect the printer to the computer, install the Zebra Setup utilities. As of this manual, the setup utilities "Download Zebra Setup Utilities v1.1.9.1060 (8MB)" is located at http://www.zebra.com/us/en/products-services/software/manage-software/zebra-setup-utility.html and downloads a file "zsu-1191060.exe". You can download this file or use the file included with the printer. During the installation it will ask to connect and power on the printer, after the printer drivers are install you will get a message from window and you can continue.

Normally you install all printers to the computer used as the poker desk server or wired/wireless controlled by the Poker Desk Server. Poker Desk does include a separate print server that can be used to print to a local usb printer separated from the Poker Desk Server.

40.12.2 Configure Printer Settings

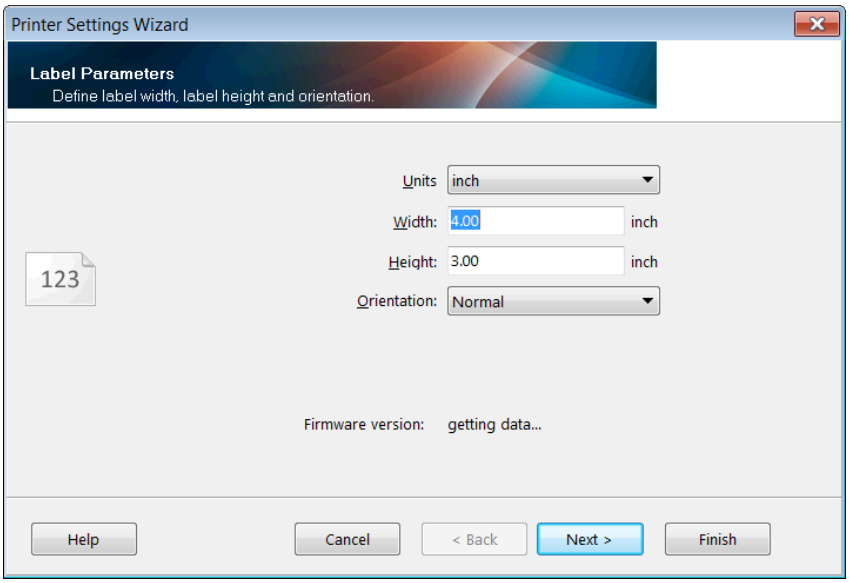
After installation run the Zebra Setup Utilities

The Screen should look like something like this:

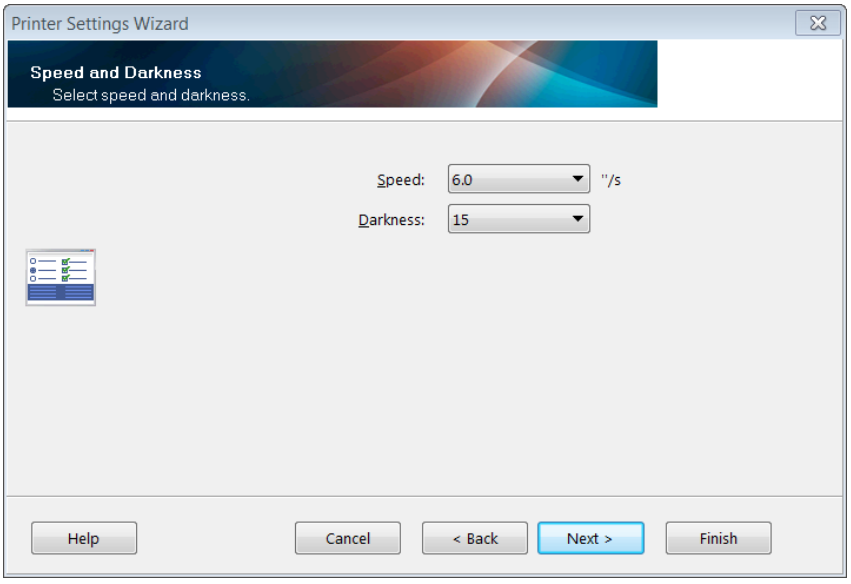


Select the printer you just installed and click “Configure Printer Setting”. The following setting are used for with the receipt setup included with Poker Desk, it could vary if you changed the receipt definition.

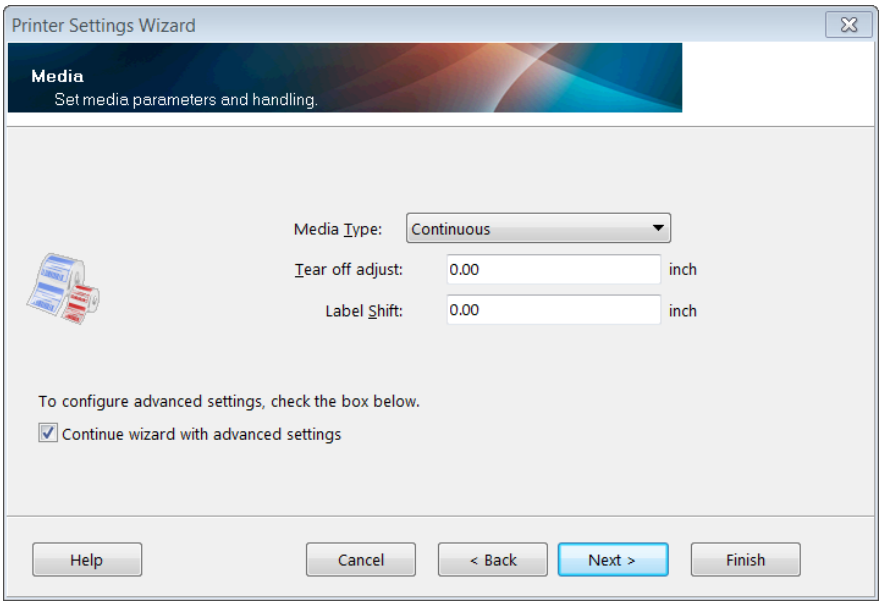
The width should be setup to 4 x 3 inches.



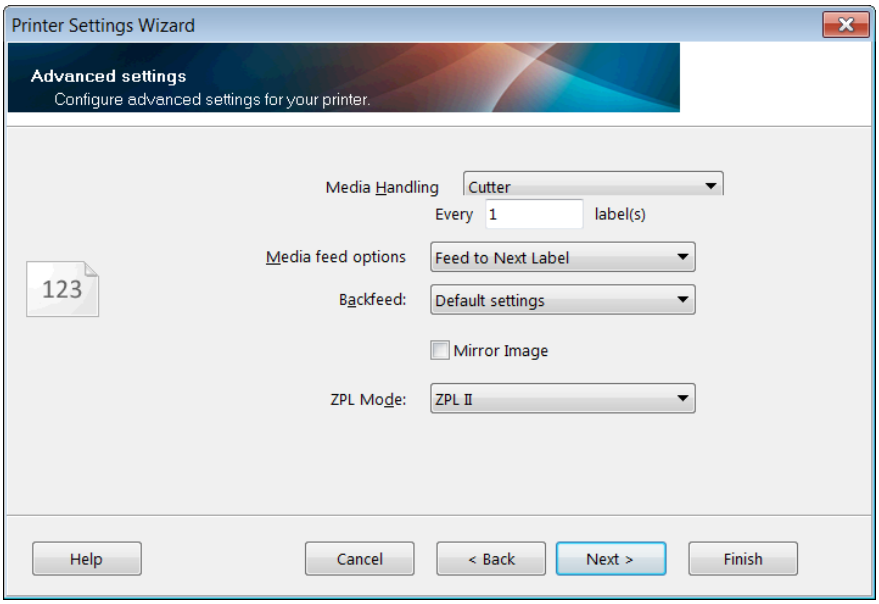
Nothing Changed on this Screen:



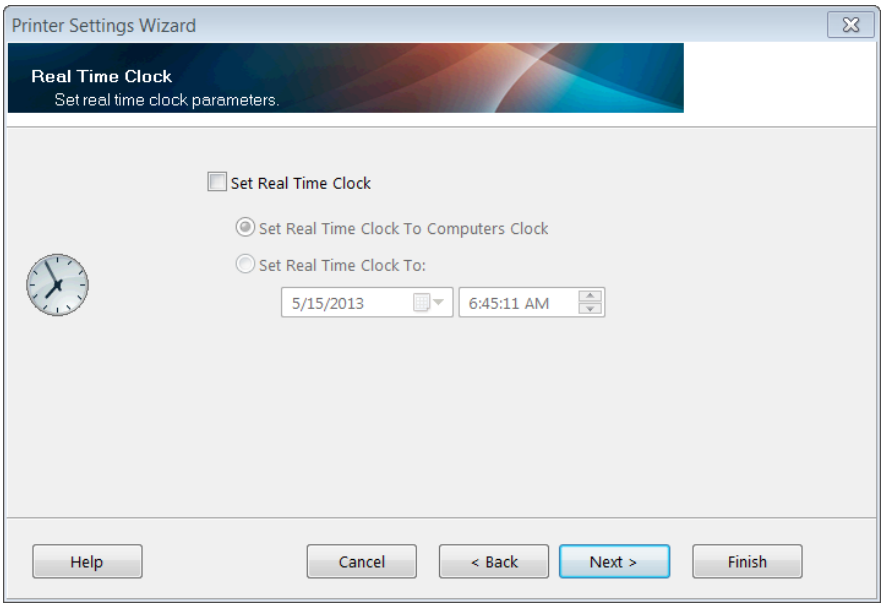
The next setting depend on the paper you are using. The thin tournament paper is continuous and you should change this to “Continuous” if you are using the 7.5 mil thick tournament paper then this setting should be “Web Sensing” leave the tear off adjustment and label shift to 0.0.

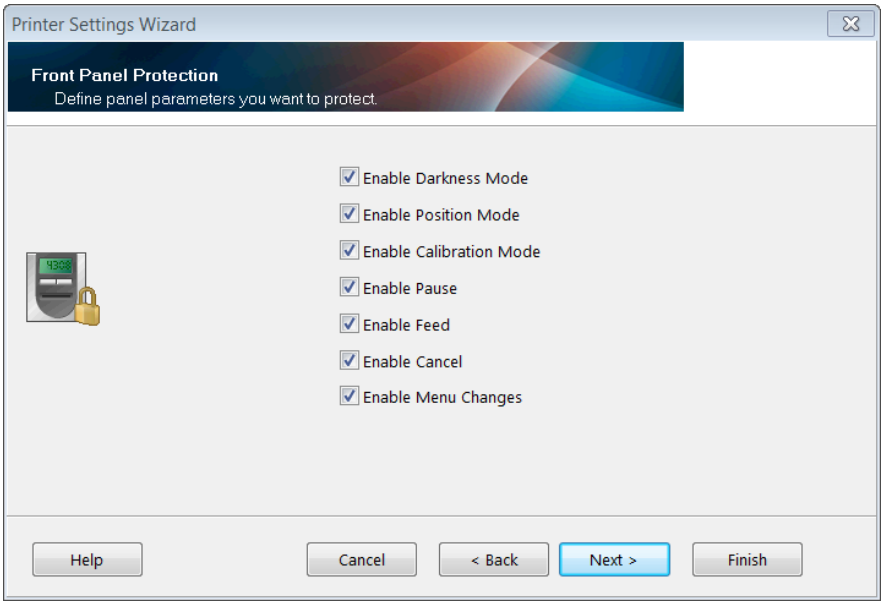


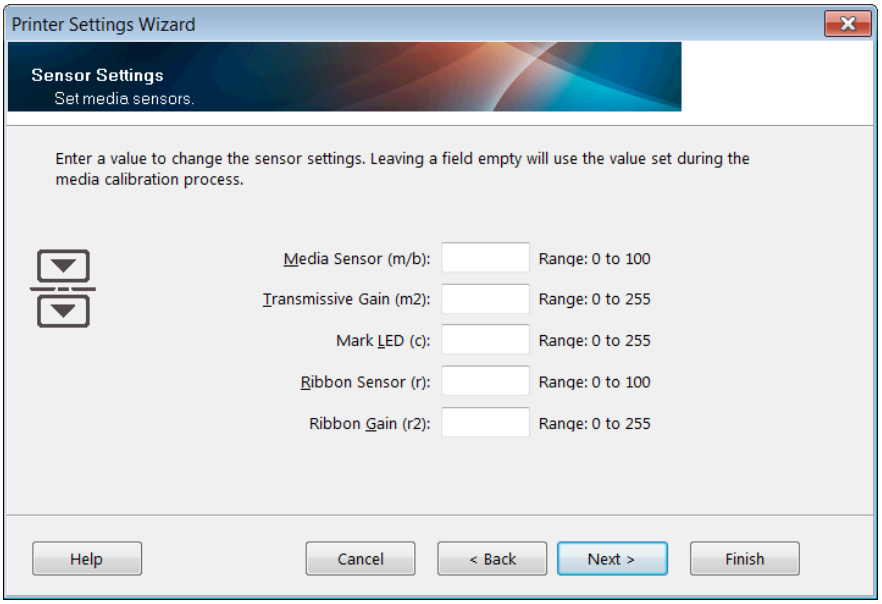
You should have purchased a printer with a cutter. If you did then set this to Cutter. It is possible with the thick tournament paper to manually tear off the receipts. Set the Media Handling to your installation. Leave everything else at default settings.



Don't usually change any other setting.

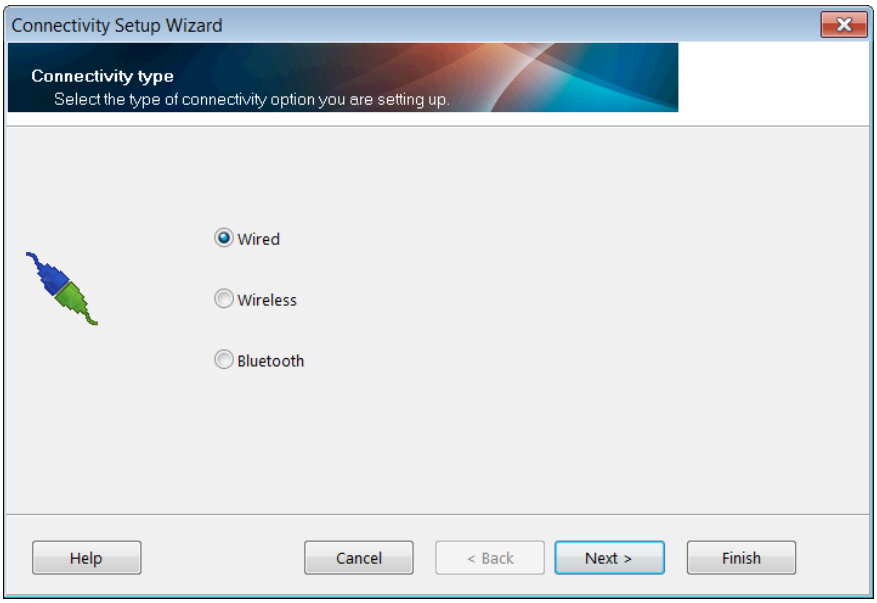





Printer Settings Wizard
Sensor Settings
Set media sensors.
Enter a value to change the sensor settings. Leaving a field empty will use the value set during the media calibration process.
Media Sensor (m/b):
Range: 0 to 100
Transmissive Gain (m2):
Range: 0 to 255
Mark LED (c):
Range: 0 to 255
Ribbon Sensor (r):
Range: 0 to 100
Ribbon Gain (r2):
Range: 0 to 255
Help
Cancel
< Back
Next >
Finish

Finish and Save to Printer.

If you are not connecting printer “Configure Printer Connectivity”. Follow wizard and setup for your installation.

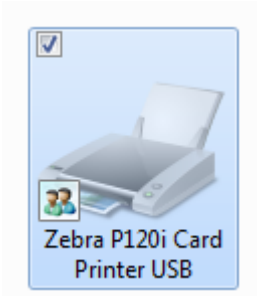


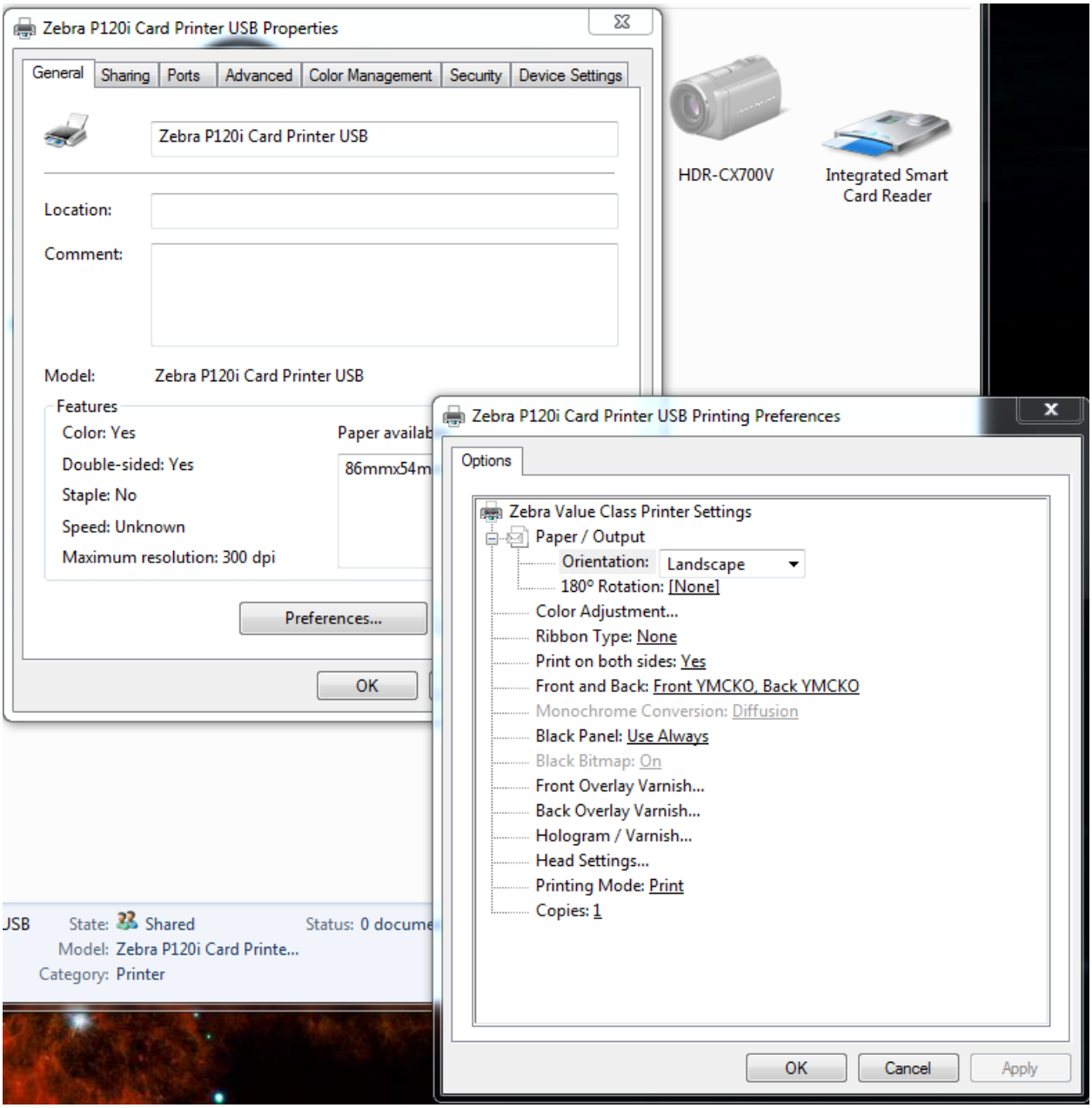
40.12.3 Install print driver from Seagull Scientific

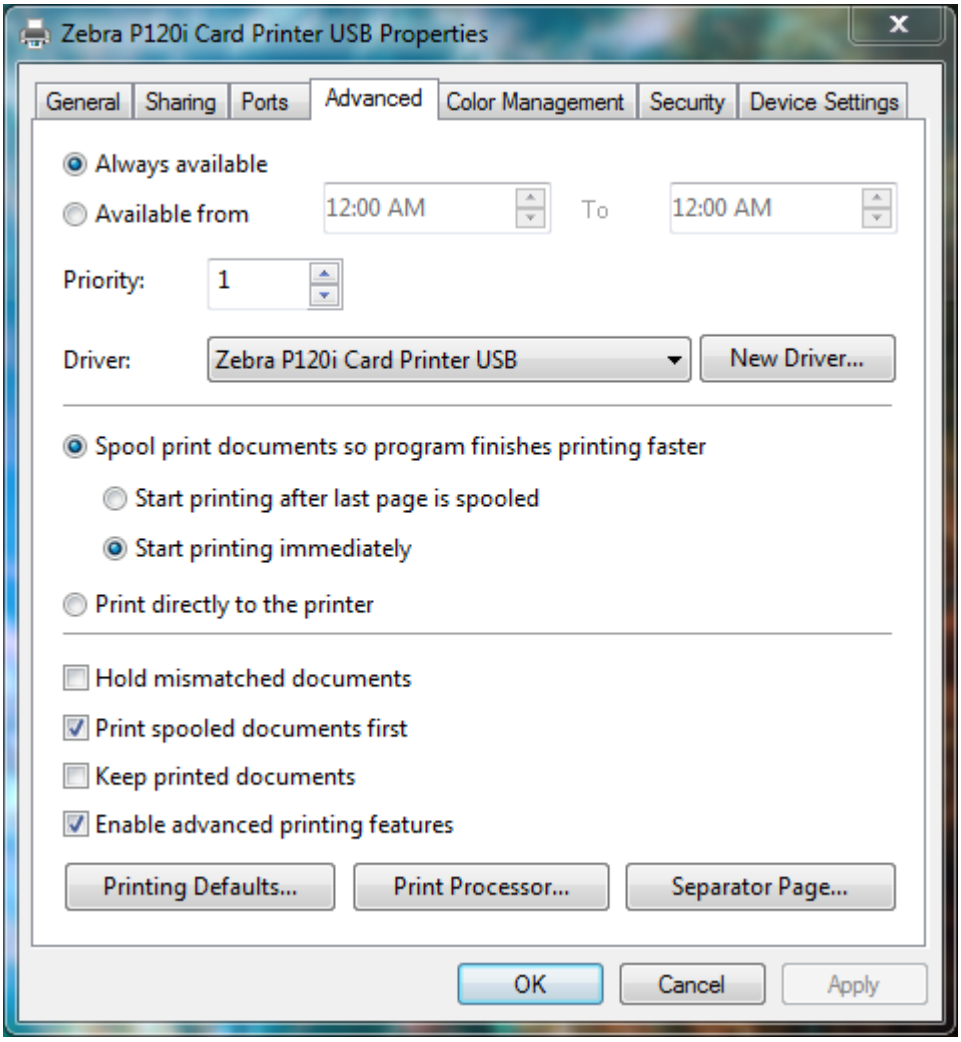
The included receipt definitions are configured for the window print drivers from Seagull Scientific. They can be found at “http://www.bartenderbarcodesoftware.com/drivers/windows-printer-drivers-download.aspx”. Download and install print drivers. If you are using the Zebra printers, the ZPL definition is suggested and is the only one that has been tested.

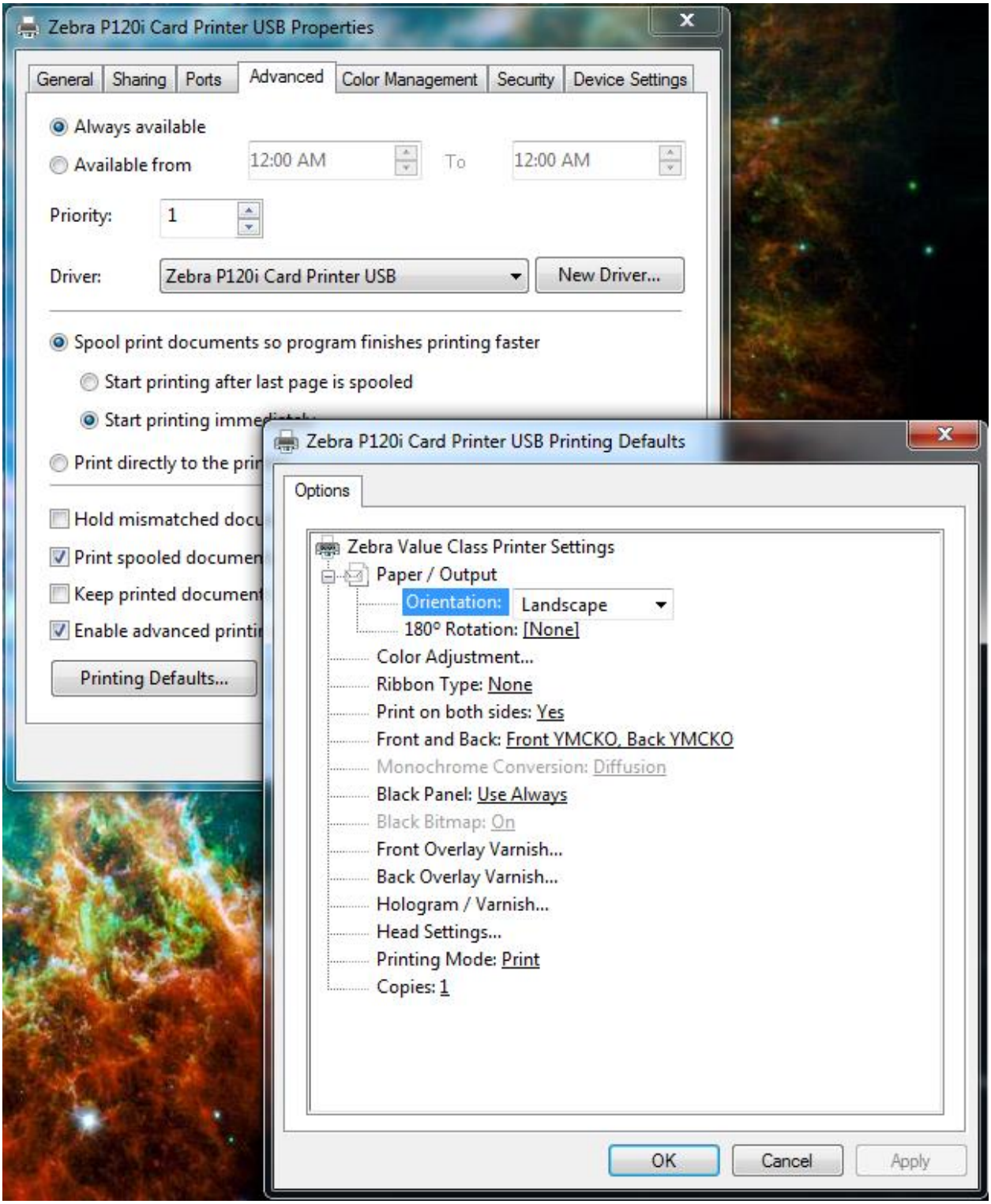
40.13 Zebra 120i Installation

- Run the Zebra Value Class Driver (Zebra Value Class Driver V8.00), when instructed turn on the printer.

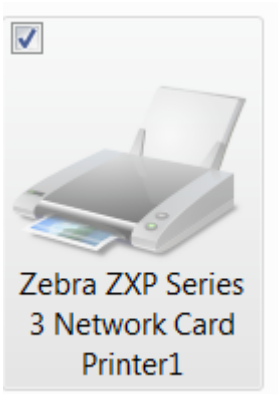


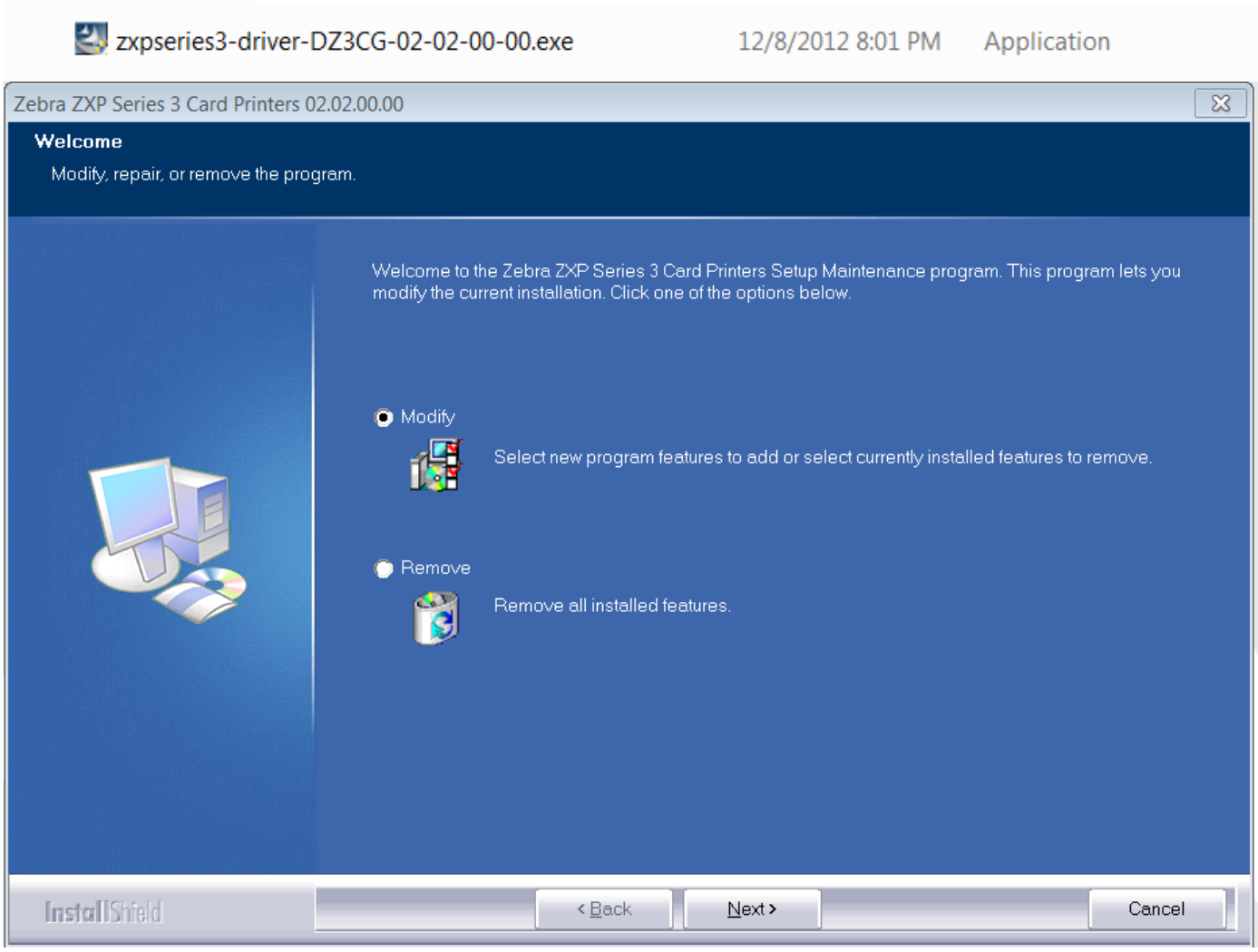

Zebra P120i Card Printer USB Properties
General
Sharing
Ports
Advanced
Color Management
Security
Device Settings
Zebra P120i Card Printer USB
Location:
Comment:
Model:
Zebra P120i Card Printer USB
Features
Color: Yes
Double-sided: Yes
Staple: No
Speed: Unknown
Maximum resolution: 300 dpi
Paper availab
86mmx54m
Preferences...
OK
HDR-CX700V
Integrated Smart Card Reader
Zebra P120i Card Printer USB Printing Preferences
Options
Zebra Value Class Printer Settings
Paper / Output
Orientation: Landscape
180° Rotation: [None]
Color Adjustment...
Ribbon Type: None
Print on both sides: Yes
Front and Back: Front YMCKO, Back YMCKO
Monochrome Conversion: Diffusion
Black Panel: Use Always
Black Bitmap: On
Front Overlay Varnish...
Back Overlay Varnish...
Hologram / Varnish...
Head Settings...
Printing Mode: Print
Copies: 1
OK
Cancel
Apply
JSB
State: Shared
Status: 0 docume
Model: Zebra P120i Card Printe...
Category: Printer

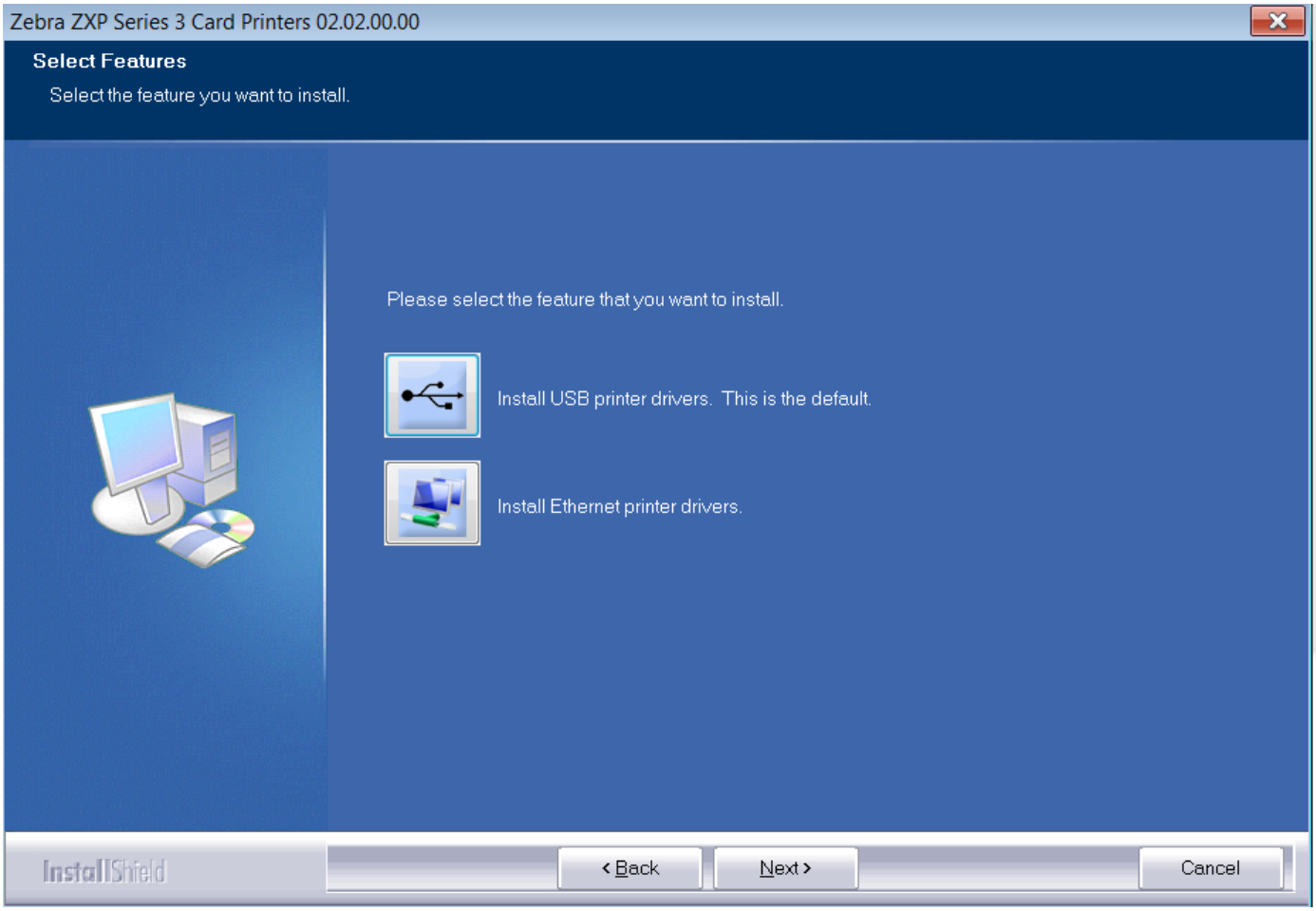

Zebra P120i Card Printer USB Properties
General
Sharing
Ports
Advanced
Color Management
Security
Device Settings
Always available
Available from
12:00 AM
To
12:00 AM
Priority:
1
Driver:
Zebra P120i Card Printer USB
New Driver...
Spool print documents so program finishes printing faster
Start printing after last page is spooled
Start printing immediately
Print directly to the printer
Hold mismatched documents
Print spooled documents first
Keep printed documents
Enable advanced printing features
Printing Defaults...
Print Processor...
Separator Page...
OK
Cancel
Apply

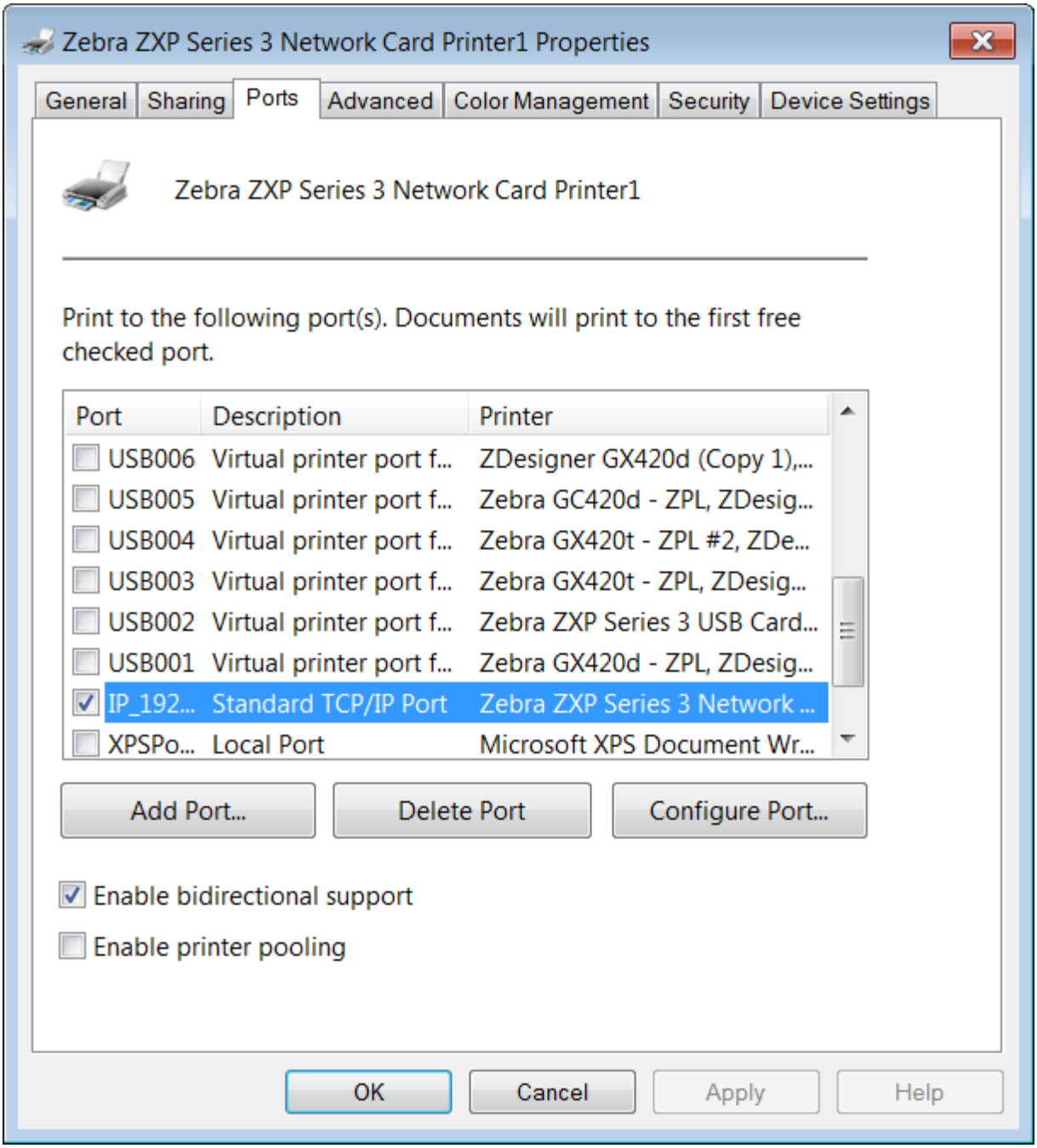

Zebra P120i Card Printer USB Properties
General
Sharing
Ports
Advanced
Color Management
Security
Device Settings
Always available
Available from
12:00 AM
To
12:00 AM
Priority:
1
Driver:
Zebra P120i Card Printer USB
New Driver...
Spool print documents so program finishes printing faster
Start printing after last page is spooled
Print directly to the pri
Hold mismatched docu
Print spooled documen
Keep printed document
Enable advanced printi
Printing Defaults...
Zebra P120i Card Printer USB Printing Defaults
Options
Zebra Value Class Printer Settings
Paper / Output
Orientation:
Landscape
180° Rotation: [None]
Color Adjustment...
Ribbon Type: None
Print on both sides: Yes
Front and Back: Front YMCKO, Back YMCKO
Monochrome Conversion: Diffusion
Black Panel: Use Always
Black Bitmap: On
Front Overlay Varnish...
Back Overlay Varnish...
Hologram / Varnish...
Head Settings...
Printing Mode: Print
Copies: 1
OK
Cancel
Apply

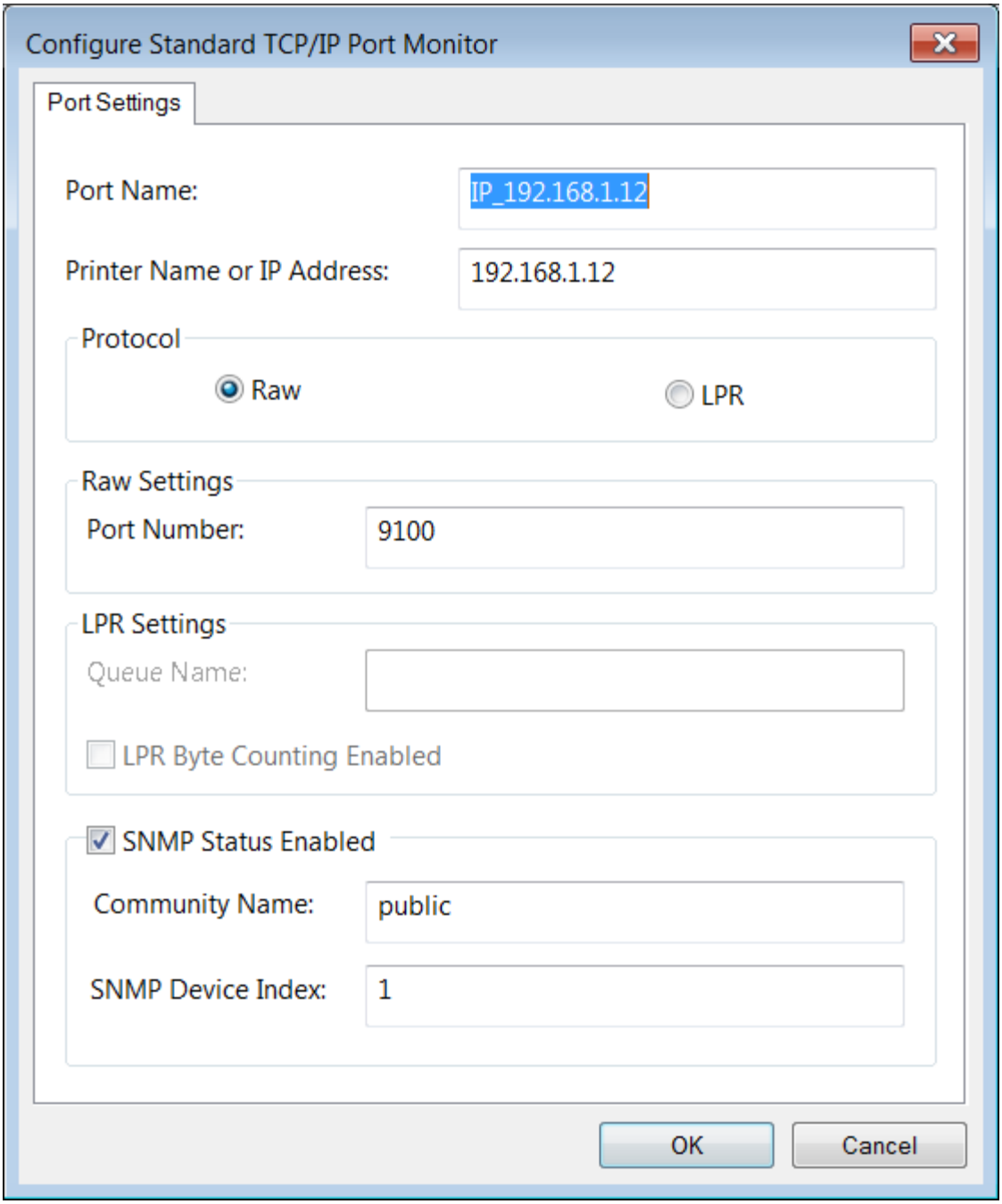
40.14 Zebra ZXP 3 Card Printer Installation




zxpseries3-driver-DZ3CG-02-02-00-00.exe
12/8/2012 8:01 PM
Application
Zebra ZXP Series 3 Card Printers 02.02.00.00
Welcome
Modify, repair, or remove the program.
Welcome to the Zebra ZXP Series 3 Card Printers Setup Maintenance program. This program lets you modify the current installation. Click one of the options below.
Modify
Select new program features to add or select currently installed features to remove.
Remove
Remove all installed features.
InstallShield
< Back
Next >
Cancel


Zebra ZXP Series 3 Card Printers 02.02.00.00
Select Features
Select the feature you want to install.
Please select the feature that you want to install.
Install USB printer drivers. This is the default.
Install Ethernet printer drivers.
InstallShield
< Back
Next >
Cancel


Zebra ZXP Series 3 Network Card Printer1 Properties
General
Sharing
Ports
Advanced
Color Management
Security
Device Settings
Zebra ZXP Series 3 Network Card Printer1
Print to the following port(s). Documents will print to the first free checked port.
Port
Description
Printer
USB006 Virtual printer port f... ZDesigner GX420d (Copy 1),...
USB005 Virtual printer port f... Zebra GC420d - ZPL, ZDesig...
USB004 Virtual printer port f... Zebra GX420t - ZPL #2, ZDe...
USB003 Virtual printer port f... Zebra GX420t - ZPL, ZDesig...
USB002 Virtual printer port f... Zebra ZXP Series 3 USB Card...
USB001 Virtual printer port f... Zebra GX420d - ZPL, ZDesig...
IP_192... Standard TCP/IP Port Zebra ZXP Series 3 Network ...
XPSPo... Local Port Microsoft XPS Document Wr...
Add Port...
Delete Port
Configure Port...
Enable bidirectional support
Enable printer pooling
OK
Cancel
Apply
Help



41 Web Site Integration – Web Access

If you signed up for Web Access then you can include the following information on your web site to access up-to-date information about Players, Tournaments, Player Points and Tournament Results.

- TournamentData/{period}/{pageSize}/{pageIndex}
- TournamentPoints/{period}/{pageSize}/{pageIndex}
- PlayerListWithPoints/{period}/{pageSize}/{pageIndex}/{searchSpec}/{activityType}
- PlayerResults/{playerId}/{pageSize}/{pageIndex}
- TournamentResults/{tournamentId}/{pageSize}/{pageIndex}
- /GetTournamentsForJQGrid

- PlayerPoints/{playerId}/{pageSize}/{pageIndex}
- PlayerInformation/{playerId}
- TournamentPointsByPeriod/{mode}/{period}/{pageSize}/{pageIndex}
- WaitListData
- LiveTournamentData
- PromotionalData

41.1 Listing Tournaments on Web Site

Sample html included in {Poker Desk Install Directory}/WebAccess/SampleTournamenList.htm

41.1.1 Format for Calling

```
// var url = "http://yourname.pokerroomdata.com/PokerRoomWebData.svc/Tournaments/NEXT7DAYS/500/1"
// format for call /TournamentData/{Period}/{NumberPerPages}/{PageNumber}
// {Period} values include:
//          CURRENTMONTH  LASTMONTH
//          CURRENTYEAR   LASTYEAR
//          ALLTIME
//          NEXT7DAYS     NEXT30DAYS
//          TODAY
//      or  {custom date ranges}
//              year~2010
//              month~2010-12
//              day~2010-07-15
//              period~2010-07~2010-12
//              range~2010-07-1~2010-07-15
```

41.1.2 Sample Call to Retrieve Data

```
var url = "http://yourname.pokerroomdata.com/PokerRoomWebData.svc/TournamentData/NEXT7DAYS/500/1"
$.ajax({
        url: url,
        dataType: 'jsonp',
        success: showTournamentList,
        error:function (xhr, ajaxOptions, thrownError) {
              alert(xhr.status);
              alert(thrownError);
              }
        });
```

41.1.3 Values of Tournament Fields

Program Field	Web Field – Suggestive Use
Tournament Id	TournamentId – Unique key for tournament, used in other calls
Name	Name – Name of Tournament
Date	Date – Date of Tournament
Time	Time – Time of Tournament
Web Name	WebName – Web Display Name
Web Text 1	WebText1 – Buy-In

Program Field	Web Field – Suggestive Use
Web Text 2	WebText2 – Starting Chips
Web Text 3	WebText3 – Blind Length
Web Text 4	WebText4 – AddOns
Web Text 5	WebText5
Web Text 6	WebText6
Web Num 1	WebNum1
Web Num 2	WebNum2
Entries	Entries – Number of entries if tournament has been run

41.1.4 Translation of old Tournament calls to Fields

Program Field	Web Field
Web Name	Game
Web Text 1 - BuyIn	AddOn
Web Text 2 - Starting Chips	Rebuys
Web Text 3 – Blind Length	StartingChips
Web Text 4 – AddOn	Levels
Web Text 5	Guarantee
Web Text 6	MaxPlayers
Web Num 1	BuyIn
Web Num 2	Bounty

41.2 Listing Promotional Information on Web Site

All promotional fields are uploaded to the web site if the PromotionalInterval is set to a value > 0. All Setup Maintenance Values of type “Promotional” are uploaded. You will need to match your javascript to pull out the information from the list of Promotional values and insert into the web page.

41.2.1 Sample Call to Retrieve Promotional Data

```
var url = "http://yourname.pokerroomdata.com/PokerRoomWebData.svc/PromotionalData"
$.ajax({
        url: url,
        dataType: 'jsonp',
        success: formatPromotionalData,
        error:function (xhr, ajaxOptions, thrownError) {
              alert(xhr.status);
              alert(thrownError);
              }
        });
  function formatPromotionalData (pdata) {
       //alert(JSON.stringify(data));
       var promolen = pdata.length;
       try {
          for (var j = 0; j < promolen; j++) {
              var pData = pdata[j];
```

```
                switch (pData.Name)    {
                    case "BadBeat":  //This is the name of any Promotional Data
                        $("#locationForAmount").text(pData.Value);
                        break;
                    case "Last Updated":
                        $("# locationForDate").text(pData.Value);
                        break;
                }
            }
        }
            catch (e) {
            alert("Display Error:" + e.toString());
        }
    }
```

41.2.2 Values of Promotional Fields

Field Name	Description
Id	Record unique id, can be ignored
Active	If the field is active – should always be True
Name	Type of field – should always be Promotional
Value	Time – Time of Tournament
Position	Position setup for field – could be used to order
Updated	Time the record was updated
Uploaded	Time the record was uploaded

41.3 Listing Wait List Information on Web Site

For Web Updates, you will need to set URL, PollingInterval and WaitlistInterval. See “Upload to Web Site Options” for how to set these values.

41.3.1 Sample Call to Retrieve Wait List Data

```
var url = "http://yourname.pokerroomdata.com/PokerRoomWebData.svc/WaitListData"
$.ajax({
        url: url,
        dataType: 'jsonp',
        success: formatWaitListData,
        error:function (xhr, ajaxOptions, thrownError) {
              alert(xhr.status);
              alert(thrownError);
              }
        });
function showWaitList(data) {
   // alert(JSON.stringify(data));
   var len = data.length;
   try {
     for (var i = 0; i < len; i++) {
       var wData = data[i];
       if(i == 0)
          ("#lastUpdated").append("Last Updated: " + wData.Updated);
       if (wData.Active) {
          switch (wData.Interest) {
              case false:
```

```
                $("#waitList tbody").append("<tr><td>" + wData.GameName + "</td><td>" +
                                        wData.OpenTables + "</td><td>" + wData.WaitCount +
                                        "</td><td> </td></tr>");
                 break;
            case true:
                 $("#waitList tbody").append("<tr><td>" + wData.GameName + "</td><td>" +
                                            wData.OpenTables + "</td><td> </td><td>" +
                                            wData.WaitCount + "</td></tr>");
                  break;
            }
         }
       }
     }
     catch (e) {
        alert("Display Error:" + e.toString());
     }
  }

Sample HTML:

  <table id="waitList" style="width: 100%;font-size: large;" title="Player Points" >
      <thead>
          <tr>
              <td style="background: black;color:white">Name</td>
              <td style="background: black;color:white">Tables</td>
              <td style="background: black;color:white">Waiting</td>
              <td style="background: black;color:white">Interest</td>
          </tr>
      </thead>
      <tbody>
          <tr>
              <td colspan="4">
                  <hr />
              </td>
          </tr>
      </tbody>
  </table>
  <div id="lastUpdated"><br /></div>
```

Wait List Fields

Field Name	Description
Id	Record unique id, can be ignored
Updated	Last time the list was uploaded to web
Order	If you want to display in a certain order, this is the order of the games
Active	Should only display Games that are currently active (this is different than having open tables)
GameName	Name of the Game
OpenTables	Number of open tables
Interest	Boolean to indicate there are no open tables, so any waits would be interested players
WaitCount	Number of people waiting on a game with open tables
ShortName	Shorter Name of the Game
AvailableSeats	If tracking players seated, this is the number of seats

Field Name	Description
	without a player
UsedSeats	Number of people seating at tables (if tracking players seated)
OpenSeats	The sum of available seats + used seats, total available seats
GameId	Unique key for the game
Information	The information field from Game Setup
Description	The description field from Game Setup

42 Seating Player Technical Specifications

Seated.Player_Name = Out: + Last_Name , First_Name
Seated.Transfer_Table_Id = Player_Id
Seated.Player_Id = null
Seated.WaitList_Out = time knocked out
Seated.WaitList_In = null

To make available to seat:
Seated.WaitList_In = not null;

Table_Options:

- 0: Normal
- 1: Suspend
- 2: Seat Next
- 11-21: Seat THIS seat next (-10)

Seat Questionnaire:

```
public Guid TableId { get; set; }
public int Priority { get; set; }
public bool SeatedBefore = false;
public DateTime? OldestFreeSeat = null;
public bool HasOneSeat = false;
public DateTime?[] Seats={null, null, null, null, null, null, null, null, null, null, null, null };
public bool?[] Assignable={null, null, null, null, null, null, null, null, null, null, null, null};
public int UsedSeats { get; set; }
public int AvailableSeats { get; set; }
public int AvailableTotal { get; set; }
public int TableOptions { get; set; }
```

```
1. Read Hold Seats
2. If Currently Seated, Delete Seat and exclude this table (reseating player)
      a. This would be issue if selling a ticket before busting player.
3. Get a list of all previous Seats
4. Get a list of all tables excluding previous table and where table_option <> 1 (Suspend)
      a. Fill in seat questionnaire
            i. Loop through seat records
                  1. If player_id <> null then usedSeats++, assignable = false
                  2. If Wait_List_In == null assignable = false, availableSeats++
```

3. If Wait_List_out <> null assignable = true, hasOneSeat = true, availableSeats++, set oldestFreeSeat

ii. Loop through number of seats per table

1. If any seat not found availableSeat++, hasoneseat = true, oldfreeSeat = null (seat has never been set), assignable = true

b. Set Table Priority

i. If first table priority = 1

ii. Compare this seat priorty to current maxPriority

1. Check for next next First.

```
if (current.SeatedBefore == true && challenger.SeatedBefore == false)
    return (2);
if (challenger.SeatedBefore == true)
    return (0);
if (current.TableOptions > 10)
    return (0);
if (challenger.TableOptions > 10)
    return (2);
if ((current.TableOptions > 1) && (challenger.TableOptions < 2))
    return (0);
if ((current.TableOptions < 2) && (challenger.TableOptions > 1))
    return (2);
if ((current.TableOptions == 2) && (challenger.TableOptions == 2))
    return (1);
if(challenger.AvailableSeats < current.AvailableSeats)
    return (2);
else if(current.AvailableSeats > challenger.AvailableSeats)
    return (0);
if (current.OldestFreeSeat == null && challenger.OldestFreeSeat != null)
    return (0);
if (current.OldestFreeSeat != null && challenger.OldestFreeSeat == null)
    return (2);
if (current.OldestFreeSeat != null && challenger.OldestFreeSeat != null)
{
    if (current.OldestFreeSeat < challenger.OldestFreeSeat)
        return (0);
    else if (current.OldestFreeSeat > challenger.OldestFreeSeat)
        return (2);
}
return(result);
```